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MARCH 1998

ON THE COVER:

Leon Kennedy and friend: a tense moment from Resident Evil 2.

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too much for you?



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Editor in Chief **Chris Bileniek** would like to personally welcome you to the new "bigger, better" *Tips & Tricks*, but to do so literally would take an awfully long time, so he's hoping that you'll just turn the pages by yourself and soak it right up.
Current Favorite Games: Death Tank Zwei, Mega Man Neo, Micro Machines V3, Sega Ages Vol. 1



Jim Loftus dreams that someday Toy Biz will manufacture a Dr. Noah Boddy action figure so he can fulfill his lifelong dream of acting out all of the original, first-season *Spider-Man* cartoon episodes from 1967.
Current Favorite Games: Need For Speed III, Nightmare Creatures, Reboot, Mystical Ninja Starring Goemon



Tyrone Rodriguez is a busy bee whose spare time is taken up with drawing, picking up on snowboarding and learning how to play *Moonlight Sonata* Movement no. 1. He always triple-checks facts, especially with regard to his co-workers' airline schedules.
Current Favorite Games: House of the Dead, Hip-Hop Mania, Shining Force III, Vampire Savior 2



In January, globetrotting **Jason Wilson** packed up his "200 or so" NES cartridges and relocated to L.A. to accept a full-time, in-house position as *T&T*'s newest Associate Editor. At last, someone who can understand Tyrone's "combo-speak!"
Current Favorite Games: Einhander, Mortal Kombat 4, Street Fighter III: Second Impact, Tetris



Ione Flores had trouble finding a *Manx T.T.* arcade machine in her neighborhood; she hopes that Sega's newest Model 3 arcade game, *Harley Davidson & L.A. Riders*, will be a less expensive machine so her local arcade operator will carry it.
Current Favorite Games: Yoshi's Story, Motocross Go!, Maximum Force, Area 51



With six million albums to his credit in just two short years, our good friend **Anatole Brown** wants to personally interrogate the people who participated in the so-called "taste test" in which Burger King's new "fries" were preferred over McDonald's.
Current Favorite Games: Diddy Kong Racing, Quake II, Evander Holyfield's "Real Deal" Boxing, Resident Evil 2



Glenn Broderick is an altruistic pervert who's here to spread some genes. His acute sense of smell—coupled with an unhealthy obsession with all things *Mortal Kombat*—make him a worthy addition to any team of crime-fighting vigilantes.
Current Favorite Games: San Francisco Rush, Parappa the Rapper, Turok: Dinosaur Hunter, Quake



Given a choice, **Adrian Sanchez** would rather see *The Go-Gos* in Outer Space than sit through any of those boring, historically-accurate *Braveheart* types of productions. His favorite movie-going snack is a box of Sno-Caps.
Current Favorite Games: Street Fighter Collection, Austin Powers (redemption game), Udderly Tickets



When he's not busy fooling around with his new Power Macintosh, **Ara Shirlinian** spends his time autographing copies of *Tips & Tricks* at his local Dave & Buster's, an arcade/bar. After 10 PM, no one under the age of 21 is permitted inside.
Current Favorite Games: Final Fantasy Tactics, Einhander, Breath of Fire III, Bone Storm



Our newest contributor, former fanzine editor **Pat Reynolds** is one of the biggest Mega Man fans ever to grace the pages of *T&T*. He likes fighting games, the Tick, leftover spaghetti and office supplies.
Current Favorite Games: Tomb Raider II, Armored Core, Street Fighter EX Plus Alpha, Street Fighter Collection

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We can't respond to individual letters, but we do read 'em all, even the ones from those of you who should know better.

WHO'S THAT GIRL?

Parappa the Rapper is my favorite video game of all time. Your strategy guide for the game was awesome! It told me everything I needed to know about Parappa, plus a whole lot more. I do have one question, though. In the guide you showed a few pictures of a character that doesn't appear in the game; it's a little human girl with her hair in a ponytail. Who is she? Is there a secret code to get her to appear? Thanks for all your help, and keep on cranking out those tips!

—Larry Elder
Baltimore, MD



If there's anyone who can steal Parappa's heart away from Sunny, it's Pony Pony.

Good question, Larry! The girl's name is Pony Pony; she was created by Parappa character designer Rodney A. Greenblatt along with Sunny Funny, PJ Berri and the rest, but she is not one of the featured characters in the game. Not too many people know this, but the characters in Parappa the Rapper originated in a line of products called "RodneyFun" which Sony has been marketing in Japan since October of 1995. Like the Sanrio "Hello Kitty" merchandise, you can find tons of RodneyFun products like school supplies, little carrying cases or clothing items, all featuring Pony Pony and the rest of the Parappa posse.

According to RodneyFun H.Q., Pony is "the biggest little TV star in RodneyFun land...she is sassy and a little spoiled." Parappa and his friends watch Pony Pony on TV and dream of meeting her some day. If you watch carefully when playing Parappa the Rapper on your PlayStation, you'll see a photo of Pony on the wall in Parappa's bedroom.

BONUS STAGE FRIGHT

I was wondering...why do you think the newer Street Fighter games don't include bonus stages? You know, when you had to break down the brick wall and smash the car. I really enjoyed that part of the game.

—Brandon Noel
Upland, CA

That's a great question, Brandon. It seems that the reason why the Street Fighter games had bonus stages in the first place was because they were trying to imitate the success of Karate Champ, the first popular one-on-one fighting game, which had you using your fists and feet to break objects and stop a charging bull between rounds. The fighting-game bonus stage has become something of a "lost art" between then and now.

In a 1995 interview, we asked the Mortal Kombat creative team why they chose to remove the bonus stages from the Mortal Kombat series. (Fighting-game fans will recall that the bonus stages from the original MK were very similar to those of the first Street Fighter arcade game.) Lead programmer and MK co-creator Ed Boon explained that—though the initial plans for Mortal Kombat II called for a bonus stage in which players would battle "a bunch of ninjas jumping all over the place," the idea was scrapped because of players' reactions to the first game at arcade test locations: "Whenever the bonus round came up—where you



The fighting-game bonus stage makes a comeback in Capcom's Street Fighter EX Plus Alpha.

could break the anvil or whatever—a lot of people would just hit the button, wanting to get it over with...everybody just wants to play the next round. So we'd rather use the memory to make more moves or another hidden character or something like that."

It's possible that Capcom came to the same conclusion when studying players' reactions to Street Fighter II; the bonus stages were removed when Super Street Fighter II Turbo upgrade was released and nobody seemed to notice! As a fan of the bonus stages, you're unfortunately in the minority...but there is good news in our PlayStation tips section for Street Fighter fans like yourself. Street Fighter EX Plus Alpha contains a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II arcade game; this rare feature didn't even make it into the original release of SF II for the Super NES.

MORTAL MIX-UP

I think I found a really big mistake in your January issue. On the second page of the Mortal Kombat 4 feature, in the mini-interview with Ed Boon, he says that "the Zeus hardware is capable of displaying 1.2 (four-sided) polygons a second, which is about ten times the power of a Nintendo 64." Doesn't he mean 1.2 million polygons a second?

—Voshon Mills
Stratham, NH

Whoops! You're right, Voshon; thanks for pointing out that heinous transcription error. Can you imagine if that statement were true? Considering Boon's estimate that each character is made up of about 3,000 polygons—and that there are two characters on the screen during gameplay, never mind the background scenery—you'd have to stare at the screen for over an



hour before you'd see any movement at all. We apologize for any confusion this may have caused, especially among all of the Nintendo 64 developers who probably choked on their Cap'n Crunch when they read that the machine was capable of generating approximately one polygon every twelve seconds.

SPEED READER

I love to read your magazine. The problem is that I get through it too fast; it doesn't even take me two hours. I read everything in the book. I like *Tips & Tricks*, but more people would probably buy it if it was longer.

—Chris Brushett
Fayetteville, NC

Well, Chris, the magazine you're holding is the biggest, fattest issue of *Tips & Tricks* that we've ever published. Hope you like it!

NEO NUT

I am quite possibly the biggest SNK/Neo-Geo fan in America. Any gaming magazine that has even the least amount of Neo-Geo news, I'll buy it. Which isn't many, but at least some magazines (yours, mostly) still cover Neo-Geo games.

Well, let me get to the reason why I wrote this letter, which is to ask you guys and gals at *Tips & Tricks* if you know of any games coming out for the Neo-Geo in 1998, like *Fatal Fury 4* or *Art of Fighting 4*.

—Ryan Reels
Narragansett, RI

Neither of those titles has been announced yet, Ryan, but we did manage to dig up the following information: A new Neo-Geo action game called *Shock Troopers* should be in your local arcade by the time you read this; according to Tyrone, it's an overhead-view guy-with-a-gun game that plays like an updated version of SNK's pre-Neo-Geo arcade hit, *Ikaru Warriors*.



Shock Troopers



Blazing Star

Also on the way for the original Neo-Geo MVS machines is *Blazing Star*, a side-scrolling space shoot-'em-up in the fine tradition of *Andro Dunos* and *Last Resort*. If you've been checking the new Neo-Geo 64 arcade hardware, there's even more interesting news: *The King of Fighters '98* is currently in development as a 3-D fighting game, playable only on the new machine.

Finally, a few tidbits of information that only a true Neo-Geo fanatic can really appreciate. PlayStation owners who subscribe to Sony's PlayStation Underground CD magazine got a surprise recently—issue 4 featured a playable demo of the first stage of *Metal Slug*, one of the coolest Neo-Geo games of the past few years. It's been released for the PlayStation and Saturn in Japan, but no American publisher has picked up the rights to bring the game to North America. We've also heard a rumor that at least one publisher is evaluating *Samurai Shodown* RPG for a possible PlayStation release in the U.S.; this game was published for the PlayStation, Saturn and Neo-Geo CD in Japan last year. Keep your fingers crossed!

RETURN TO SENDER

I am writing this letter to you and other respectful game magazine companies. Although there is a low percentage of letters chosen, I feel that I must try anyway. A friend and I have come up with several game concepts that have been popular with some of

my other friends. I would appreciate it if you would give me the addresses where I could send these ideas to the following game publishers:

Activision
Midway
Namco
Williams Entertainment
Capcom

If this would take up too much space in your magazine, then the latter company is of my biggest concern. Thank you for reading my letter.

—Zach Good
Ironton, MO

And thank you for writing, Zach. Unfortunately—and we don't mean to discourage you from what could be a promising career in video-game design—but very few publishers will accept unsolicited game ideas from the public. However, if you're serious, you can find the address of any publisher simply by looking on the back of the box or instruction manual for one of that particular company's games.

BOMBS AWAY

You guys are da bomb. Hey, wait a second! If someone likes something, why do they call it "da bomb" anyway? People aren't supposed to like bombs. Bombs explode and kill people!

—Bobby Freeman
Franklinville, NC

TOKEN OF THE MONTH



This special token was created for Williams' unique *Safecracker* pinball machine; if you earned a high score, the token would roll right down the playfield glass into your hand as a reward!

Archie Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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GAMERS UNITE!

I have two things that I would like to bring to your attention. First, you guys rule! Now, I know what you're thinking; this may sound like another give-me-free-stuff letter, but it's not. I'm quite serious about this. You are the only gaming magazine with both variety and consistency. What's more, you have an outstanding selection of secrets and cheats which alone places you above everyone else on the coolness charts!

Next on my agenda: National Gaming Holiday. There really ought to be one. On such a day, all we do is sit on our butts and play video games! The way I see it, that's what most of us are trying to do anyway, with minimal success (in my case, my mom is my only impediment). Having a holiday will legalize the business. Wouldn't it be great if the next time someone said, "Turn that thing off, blah blah blah," you could say, "I don't have to, it's a holiday!" Who knows, maybe retailers will have a one-day, 50%-off-game-price sale. Tell me what you think about it. I need your support with this. Now you'll have to excuse me, I have to write a letter to the government.

—Justin Tillotson
Alamance, NC

Justin, your wisdom and keen perception hath sliced through this month's mailbag like a beacon of shining wisdom, illuminating the paths of those who seek video-game enlightenment. Thank you for your insight.

We're not sure about this National Gaming Holiday idea, though; what exactly is the *Tes & Tricks* staff supposed to do on such a "day off?"

OPTIONAL

I happen to be a very big fan of video games, but I have found that games are beginning to come with less options. Most games have been split into two groups: too hard or too easy. Some of the best looking games may be too hard for novice gamers, and expert players may find that some of the easier games don't pose much of a challenge and soon become boring. An easy way for developers to begin creating more games containing difficulty settings. This would enable less experienced gamers to enjoy the same types of games that more experienced gamers enjoy playing without the frustration of losing over and over.

I've got one more idea to express in this letter. I think that developers would save money on packaging and

would also sell more games if they would include a memory card with certain games, such as *Final Fantasy VII*. If a memory card was packaged with a game, people would probably buy more because it would be cheaper and more convenient.

Well, I hope you guys enjoyed reading my letter. Keep up the good work!

—David Green
Pecks Mill, WV

David, you have touched on two very interesting topics; we enjoyed reading your letter very much!

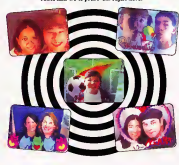
The subject of adjustable options in video games is a controversial one. The video-game industry cannot continue to grow if all of the best games are too difficult for new players—but if they're too easy, they might turn off the veteran gamers who are supporting the industry right now.

There are several different schools of thought on this issue. Some people believe that putting tons of options in a game is a sign that the designers

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don't know enough about how to carefully craft a game's difficulty and learning curve, or that they just didn't bother to take the time to do so. This logic also applies to games that allow you to configure the functions of the controller buttons. It's great to be able to set up the controls the way you want them; we know some players who like to swap the "Medium" Punch and Kick buttons with the "Hard" ones when playing *Street Fighter*-style "six-button" fighting games on the PlayStation. On the other hand, there may be very specific reasons why the designers of *Super Mario 64* do not allow you to configure that game's controls.

For many years, one world-class game developer has demonstrated a simple compromise to keep gamers of different skill levels happy: Konami games usually offer the player several different difficulty settings, but your decision usually affects the "ending" you get to see as a reward when you finish the game. Titles like *Parappa the Rapper* and *Motor Toon Grand Prix* have taken this philosophy a step further by limiting the number of stages you're allowed to play at the lower difficulty settings or by rewarding you with secret features when you set the difficulty higher. We think these are good solutions because they do allow you to play without frustration at first, but later encourage you to get better at the game and accept more of a challenge. When the credits roll at the end of a game and a message appears that



Can too many options be a bad thing?

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says, "Now try the HARD difficulty level!", most players probably do.

Regarding your idea about packaging memory cards with games: We doubt that any publisher will ever try this. See, the actual manufacturing costs of these games are pretty low, especially the ones that come on CDs; even the three-disc Final Fantasy VII package probably costs no more than a few dollars to manufacture. What you're really paying for is the intrinsic value of that game, which costs millions of dollars to design, write, program, animate, produce and test. If a publisher were to include a memory card with a game, you can bet that the price of that game would go up; if it didn't, the cost of manufacturing and packaging that card would eat into the costs of producing and marketing the game—money that needs to be recouped before a game can generate any profit for the publisher. Even if the added cost were just half of the price of a memory card purchased separately, you'd still be asking consumers to pay extra for something that many of them already own.

CAP-COME ON!

I'd really appreciate you guys creating strategy guides for *Marvel Super Heroes*, *X-Men vs. Street Fighter* and *Street Fighter III*. When I go to the arcade, these are the only games I play. I wish Capcom would make these for the Nintendo 64 because now I have to get a PlayStation to play Capcom games. That really ticks me off! Do you have any information on what happened to Nintendo's relationship with Capcom?

—Lamont Polston Jr.
Baltimore, MD



What every red-blooded video-game player wants to see.

Sorry, Lamont, but Capcom just isn't ready to make any announcements to the American press regarding the company's plans for Nintendo 64 product. However, we feel obligated to point out that Capcom has had an EXTREMELY healthy relationship with Nintendo that dates back to the era of the original Nintendo Entertainment System; for most industry experts, the question is not "will they?", it's "WHEN will they, and which games are we talking about?"

Regarding your first question: *Tis & Tacs* covered *Marvel Super Heroes* in the February 1996 issue, *X-Men vs. Street Fighter* in January 1997 and *Street Fighter III* in June 1997. Check page 55 for information on ordering back issues—and thanks for writing!

A COOL LETTER

First of all, I have never seen a letter from Alaska in your magazine. Why is that? Also, people in Alaska hardly ever see your magazine on the shelves in stores—which really sucks, since me and my friends love *Tis & Tacs*.

—Taylor Sutherland
Anchorage, AK

P.S. I'm having trouble deciding between *Tomb Raider II* and *Crash Bandicoot 2*. Maybe you can help me out.

We don't get too many letters from Alaska, so it was nice to hear from you. Maybe you and your pals could subscribe to *Tis & Tacs*; instead of running around looking for the magazine, you could just have it delivered to your igloo or whatever.

Tomb Raider II vs. *Crash 2*...now that IS a tough call. Here's a question: Who do you think is cuter, *Crash* or *Lara Croft*? You might want to base your purchase on that decision, since—in both cases—you're going to spend a lot of time looking at that character's butt.



Art by Tommy Flores, Pomona, CA

MAD ABOUT BETTY

I am very ticked off at you guys! Who is the moron who got rid of Betty Hallack? She is much more intelligent than any of you people. First you cut her articles, then you push her to the back page? Then replace her with no explanation? How dare you!

Now that I am through with my tirade, some questions: 1) What is Betty doing now? 2) Where can her fans write to her? (There's gotta be more than me.) 3) Did you guys really think you would get away with this?

—Jesse Swan
Novi, MI

1) Former *Tis & Tacs* Executive Editor Betty Hallack is alive and well and living in New York City, pursuing a legitimate career in journalism.

2) You can still contact Betty through the *Tis & Tacs* offices—we'll be happy to forward any correspondence to her, but she has asked us to open all envelopes to weed out the ones from freaks and stalkers, just like we always did when she worked here.

3) No.



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Answer Three Simple Questions:

- 1 Chris Redfield has a sister who is one of the main characters in *Resident Evil 2*. What is her name?
- 2 What is the name of the pilot from *Resident Evil* who is also able to appear as a zombie in *Resident Evil 2*?
- 3 What does S.T.A.R.S. stand for?

Grand Prize! (One Winner)

- Complete Set of Toy Biz *Resident Evil* Action Figures
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MORTAL KOMBAT 4

REVISION 3

by Jason Wilson

The third (!) revision of Midway's *Mortal Kombat 4* should be installed at your local arcade by the time you read this. In the past few months, we have watched this game undergo changes and updates more suddenly than any game in arcade history. Hardcore MK fans may have mixed feelings about the return of the "dial-a-combo" from *Mortal Kombat 3*; however, the overall speed is slightly faster and corner combos can be executed with great ease. Kai has been given Quan Chi's Kali Dagger. Johnny Cage now

has a quicker, ridged blade and Quan Chi carries a huge spiked club.

Other notable changes: Sub-Zero's combos, uppercutting and weapon moves have been MASSIVELY toned down. Additional standard combos can be pulled off, there's a new "stage fatality" (it only works in the underground Goro's Lair stage), new kombat codes (allowing players to select their favorite stages) and of course, the main reason why arcade players are still flocking to this game: **NEW FATALITIES!**

During the demo sequences, a "Revision 3" insignia is displayed at the bottom of the title screen. Immediately afterward, the Zeus hardware displays a demo match from many different camera perspectives. The difference from Revision 2 is that at the end of the demo match, one of the computer-controlled characters will perform a different fatality, after which the screen turns black. Perhaps this will be the most definitive game of the series: it definitely has the sleekest look of any *Mortal Kombat* game to date.

Universal Combos

High Punch, High Kick, ↓ + High Punch
High Punch, High Kick, High Kick into a special move
High Punch, High Kick, ← + High Kick
High Punch, High Kick, ← + Low Kick
High Punch, High Kick, Low Kick into a special move
High Punch, High Kick, High Kick, draw weapon
High Punch, High Punch, High Kick, High Kick
High Punch, High Punch, High Kick, draw weapon
High Punch, High Punch, ↓ + High Kick (pops up the opponent)

New in Revision 3



Kombat Codes

001-001	Unlimited Run
123-123	No Power (both players start the match without energy)
012-012	Noob Sillout Mode
020-020	Red Rain (when playing on the mountaintop stage, the rain will be blood-red)
050-050	Explosive Kombat (the character that loses will explode into a pile of body parts when the round ends)
002-002	Weapons for both players are drawn and can not be knocked out of either player's hands
100-100	Throwing disabled
010-010	Maximum Damage disabled (allows for longer combos)
110-110	Throwing and Maximum Damage disabled
111-111	Free Weapon (a random weapon falls from the sky)
222-222	Random Weapon (start with Random Weapon)
333-333	Random Kombat (both players randomly morph into other characters during the match)
040-040	Match begins with both players' weapons drawn
555-555	Many weapons are spread throughout the playfield
666-666	Silent Kombat (no music, only sound effects)
011-011	Play in Goro's Lair

Standard Moves for All Characters

Uppercut	↓ + High Punch
Sweep	← + Low Kick
Roundhouse	← + High Kick
Throw	Low Punch when close to the opponent
Limb Breaker	Low Kick when close to the opponent
Pick Up Weapon/Throw Objects	↓ + Run when the weapon or object is directly below
3-D Movement/Dodge Projectiles (toward the background)	Run, Run
3-D Movement/Dodge Projectiles (away from the background)	Hold ↓ and press Run, Run





LIU KANG

Alternate Costume

At the character select screen, hold START and press Block + High Kick simultaneously

Draw Weapon/Throw Weapon	↔ → + Low Kick
Finish II	↔ → + High Punch (can also be done in the air)
Low Fireball	↔ → + Low Punch
Flying Kick	↔ → + High Kick
Boyle Kick	Hold Low Kick for three seconds, then release
Firefly	Hold High Kick + Low Kick, press ↔ → + Block (can only be done in the air)
Prison Stage Fatality	↔ → + Low Punch
Goro's Last Fatality	↔ → + High Kick

Combos

Jump in with High Punch, High Kick, ↔ + High Punch, Run forward, two standing High Punches, jump in air with High Kick, connect with Air Fireball

While holding Low Kick, press High Punch, High Kick, down + High Punch, Run forward, two standing High Punches, release Low Kick as the Boyle Kick connects, then connect with a Flying Kick. If the opponent is in the corner after the Boyle Kick, do an air sliding High Punch into the Flying Kick, then swap the opponent when it lands.

↔ High Punch, High Punch, ↔ + High Kick, Flying Kick

LIU KANG



SCORPION

Alternate Costume

At the character select screen, hold START and press High Punch + Block + High Kick simultaneously

Draw Weapon/Throw Weapon	↔ → + High Kick
Spear	↔ → + Low Punch
Flame Breath	↔ → + Low Punch
Air Throw	Press Block near opponent in mid-air
Teleport Punch	↔ → + High Punch
Fatality	↔ → + Block (if near distant)
Prison Stage Fatality	↔ → + Low Kick

Combos

Jump in with High Punch, High Kick, High Kick, Spear, High Punch, High Kick, High Kick, then draw weapon

Juggle with High Punch, Teleport, Spear, High Punch, High Kick, ↔ + High Punch, jump in air, Kick, then Air Throw

↔ High Punch, High Kick, ↔ + High Punch, Spear, High Punch, High Punch, High Kick, High Kick, draw weapon

SCORPION



RAIDEN

Alternate Costume

At the character select screen, hold START and press Low Punch + Block + High Kick simultaneously

Draw Weapon/Throw Weapon	↔ → + High Punch
Torpedo	↔ → + Low Kick (can also be done in the air)
Teleport	↔ → quickly
Electric Spark	↔ → + Low Punch
Fatality	↔ → + High Kick (in close)
Prison Stage Fatality	↔ → + Block

Combos

With weapon down, ↔ + High Punch, ↔ + High Punch, Torpedo

High Punch, High Kick, ↔ + High Punch, Run forward and juggle with two standing High Punches, then jump up with High Kick, then an Air Torpedo

Jump in with High Punch, High Kick, ↔ + High Punch, walk forward and perform one standing Low Punch, then jump up with High Kick, then an Air Torpedo

↔ Jump in with High Punch combo initiation, then High Punch, High Punch, High Kick, ↔ + High Punch, two standing High Punches, jump up with High Kick, then an Air Torpedo

RAIDEN



SONYA

Alternate Costume

At the character select screen, hold START and press High Punch + Low Kick + Run simultaneously

Draw Weapon/Throw Weapon	↔ → + Low Kick
Finish II	↔ → + Low Punch
Squirt Water Punch	↔ → + High Punch
Air Throw	Press Block near opponent in mid-air
Log Grab	Hold ↔ + press Low Punch and block
Martial Boyle Kick	↔ → + High Kick
Front Flip Kick	↔ → + Low Kick
Fatality	↔ → + Run (both away and toward)
Prison Stage Fatality	↔ → + High Kick
Goro's Last Fatality	↔ → + High Punch

Combos

Jump in with High Punch, High Kick, ↔ + High Punch, Front Flip Kick, jump up with High Kick, Air Throw, Log Grab

High Punch, High Kick, ↔ + High Punch, walk forward and perform two standing High Punches, Squirt Water Punch

↔ High Punch, High Punch, High Kick, ↔ + High Punch, juggle with a standing High Punch, Front Flip Kick, jump up with High Kick, Air Throw, Log Grab

↔ With opponent in the corner, High Kick, do another High Kick in the air, High Punch, ↔ + High Kick, Air Throw, Log Grab

SONYA



SUB-ZERO

Alternate Costume

At the character select screen, hold START and press High Punch + Block + Run simultaneously

Draw Weapon/Throw Weapon	↔ → + High Kick
Ice Blast	↔ → + Low Punch
Ice Close	↔ → + Low Punch (can also be performed in the air)
Slide	Hold ↔ and press Low Punch + Block + Low Kick simultaneously
Fatality	↔ → + High Punch + Block + Run simultaneously
Prison Stage Fatality	↔ → + High Kick
Goro's Last Fatality	↔ → + Low Kick

Combos

With weapon down, Press ↔ and High Punch, then ↔ and Low Punch just before the opponent lands to freeze him, then jump up with High Kick, hold ↔ and press High Punch, jump in the air with High Kick, then use the Slide before your opponent reaches the floor

Freeze your opponent, then jump up with the High Punch combo (initiator and freeze again), then press High Punch, High Kick, ↔ + High Punch, then Run up to your opponent and opponent has (↔ + High Punch) before he lands

↔ Freeze your opponent, then jump in with High Kick combo initiator, High Punch, High Punch, High Kick, ↔ + High Punch, two standing High Punches, then jump up with High Kick and Slide when you land



SHINNOK

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **Block** + **Low Punch** simultaneously

Draw Weapon/Throw Weapon	← → + Low Punch
Impersonate Jinji	← → + Low Kick
Impersonate Koi	→ → + Low Kick
Impersonate Self-Zero	← → + Low Punch
Impersonate Scorpion	→ → + Low Punch
Impersonate Quan Chi	← → → + Low Kick
Impersonate Reiko	← → → + Block
Impersonate Liu Kang	← → → + High Kick
Impersonate Scorpion	→ → + High Punch
Impersonate Tanya	← → + Block

Impersonate Johnny Cage	← → + High Punch
Impersonate Fujin	→ → → + High Kick
Impersonate Raiden	← → → + High Punch
Impersonate Reptile	← → → + Block
Impersonate Jax	→ → → + High Kick
Fatality	← → → + Run
Prison Stage Fatality	← → → + High Kick

Combos

Jump in with High Punch, then High Kick, ← + High Punch, then Run forward for two standing High Punches, then jump up with High Kick

Jump in with High Punch combo starter, three High Punch, High Punch, High Kick, ← + High Punch, juggle with two standing High Punches, then jump up with High Kick



JAX

Alternate Costume

At the character select screen, hold **START** and press **Low Punch** + **Block** + **Run** simultaneously

Draw Weapon/Throw Weapon	← → + High Punch
Earthquake	→ → + Low Kick
Backbreaker	From Block near opponent in mid-air
Death Punch	← → + Low Punch
Fireball	← → + Low Punch
Multi-Slam	In down, press Low Punch to throw, then hold Run + Block + High Kick, then High Punch + Low Punch + Low Kick, then High Punch + Block + Low Kick, then High Punch + Low Punch + High Kick + Low Kick

Fatality

Hold Low Kick for five seconds (you must begin before the final round ends), then press → → → and release to Low Kick

Combos

Jump in with High Punch, High Kick, High Kick, then draw weapon

Jump in with High Punch, High Kick, ← + High Punch, Run forward, juggle once with a standing High Punch, jump up with High Kick, go into the Backbreaker, then an Earthquake when you land

Jump in with High Punch combo starter, High Punch, High Punch, High Kick, ← + High Punch, two standing High Punches, jump up with High Kick, go into the Backbreaker, then an Earthquake when you land



JAREK

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **High Kick** + **Run** simultaneously

Draw Weapon/Throw Weapon	→ → + High Punch
Connectball	← → + Low Kick
Projectile	← → + Low Punch
Ground Shaker	← → → + High Kick
Vertical Connectball	→ → + High Punch
Fatality	→ → → + Low Kick (one step away)
Prison Stage Fatality	← → → + High Kick

Combos

With weapon drawn, do a standing High Punch, then Low Punch, then a Ground Shaker

High Punch, High Kick, ← + High Punch, Run forward, juggle twice with two standing High Punches, Vertical Connectball

High Punch, High Kick, High Kick, Connectball

With weapon drawn, High Punch, Run and push High Punch again, Low Punch, then a Ground Shaker

JAREK



REIKO

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **Low Kick** + **Run** simultaneously

Draw Weapon/Throw Weapon	→ → + High Punch
Teleport Slam	← → + Block (you also do down in the air)
Teleport Behind	← → + Low Kick
Ninja Stars	← → + Low Punch
Flop Kick	← → → + High Kick
Fatality	Hold Low Punch + Low Kick + High Kick, press → → → + Block
Prison Stage Fatality	← → → + Low Punch
Gen's Last Fatality	→ → → + Low Kick

Combos

High Punch, High Kick, High Kick, then draw weapon

Jump in with High Punch, High Kick, ← + High Punch, walk forward and do one standing High Punch, then a Flip Kick, walk forward and do another standing High Punch, jump up with a High Kick, then Teleport Slam while in the air

Juggle the opponent with two standing High Punches, jump up with High Kick, then Teleport Slam while in the air

Hold Low Punch, High Punch, ← + High Punch, Flip Kick, two standing High Punches, jump up with High Kick, then Teleport Slam while in the air

REIKO



TANYA

Alternate Costume

At the character select screen, hold **START** and press **Low Punch** + **High Kick** + **Low Kick** simultaneously

Draw Weapon/Throw Weapon	→ → + High Kick
Fireball	← → + High Punch
Air Fireball	← → + Low Punch (you only do down in the air)
Splits Kick	→ → → + Low Kick
Corkscrew Kick	→ → → + Block
Fatality	← → → + Block + High Punch simultaneously
Prison Stage Fatality	← → → + High Punch
Gen's Last Fatality	→ → → + High Punch

Combos

High Punch, High Kick, ← + High Punch, a standing High Punch, Corkscrew Kick, ← + Low Kick

Jump in with High Punch, High Kick, ← + High Punch, a standing High Punch, Corkscrew Kick, Splits Kick

Corkscrew Kick, standing Low Punch, Corkscrew Kick, Splits Kick

TANYA



KAIN

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **Block** + **Low Kick** simultaneously

Draw Weapon/Throw Weapon	↓ → + Low Punch
Rising Fireball	→ → + Low Punch <small>(can be performed in the air)</small>
Falling Fireball	← ← + High Punch
Turbo Air Fist	↓ → + High Punch
Handstand	Block + Low Kick <small>(press Block to stand up)</small>
Spin	Hold Low Punch during Handstand
Fatality	Hold Block, press ↑ → → + High Kick
Prison Stage Fatality	↓ → → + Block

Combos

Jump in with High Punch, High Kick, ↓ + High Punch, walk forward and do two standing High Punches, then a Turbo Air Fist

Jump in with High Punch, High Kick, ↓ + High Punch, Rising Fireball, standing High Punch, Turbo Air Fist

Jump in with High Punch, High Punch, High Punch, High Kick, ↓ + High Punch, two standing High Punches, jump up with High Kick, then a Turbo Air Fist when you land

With opponent in the corner, jump in with High Kick, another High Kick in the air, then do a Rising Fireball and position yourself where you can perform two standing High Punches to knock your opponent out of the corner, then jump up with a High Kick and a Turbo Air Fist when you land



JOHNNY CAGE

Alternate Costume

At the character select screen, hold **START** and press **Fast** + **Low Punch** + **Low Kick** simultaneously

Draw Weapon/Throw Weapon	→ → + Low Kick
High Fireball	↓ → + High Punch
Low Fireball	↓ → + Low Punch
Shadow Uppercut	← ← → + High Punch
Shadow Kick	← → + Low Kick
Ball Breaker	Block + Low Punch simultaneously
Fatality	→ → → + High Kick
Prison Stage Fatality	↓ → → + High Kick

Combos

Jump in with High Punch, High Kick, ↓ + High Punch, walk forward and do two standing High Punches, then a Shadow Uppercut

High Punch, High Kick, High Kick, draw weapon

Jump in with High Punch combo initiate, then High Punch, High Punch, High Kick, ↓ + High Punch, pummel with two standing High Punches, jump up with High Kick, then a Shadow Kick before the opponent lands

JOHNNY CAGE



QUAN CHI

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **High Kick** + **Run** simultaneously

Draw Weapon/Throw Weapon	↓ → + High Kick
Stall Fireball	→ → + High Punch
Telestomp	→ → + Low Kick
Dash Kick	→ → + High Kick
Air Throw	Press Block near opponent to make it
Steal Opponent's Weapon	→ → + High Punch
Fatality	Hold Low Kick for five seconds (you must begin before the final round ends), then press ↓ → → and release Low Kick

Prison Stage Fatality	→ → → + High Punch
Goat's Last Fatality	→ → → + Low Kick

Combos

Jump in with High Punch, High Kick, ↓ + High Punch, Run forward and do two standing High Punches, then a Telestomp

High Punch, High Kick, High Kick, Kick Deeper

Jump in with High Punch, High Kick, ↓ + High Punch, one standing High Punch, jump up with High Kick, Air Throw

With opponent in the corner, jump in with High Kick, do another High Kick in the air, High Punch, ↑ + High Kick, then press Block to initiate the Air Throw as soon as the kick connects, all while the opponent is in the air



FUJIN

Alternate Costume

At the character select screen, hold **START** and press **High Punch** + **Low Punch** + **High Kick** simultaneously

Draw Weapon/Throw Weapon	← → + Low Punch
Whirlwind Spin	→ → + Low Punch (hold Low Punch)
Levitate	→ → → + High Punch
Slam	Dashing Levitate, ↓ → + Low Kick
Super Knee	↓ → + High Kick
Air Dive Kick	Jump, then ↓ + Low Kick <small>(this can only be performed in the air)</small>
Fatality	Run + Block, Run + Block, Run + Block, Run + Block (press diagonals)
Prison Stage Fatality	↓ → → + High Kick

Combos

Levitate, Slam, standing High Punch, jump up with High Kick, pummel with an Air Dive Kick that misses, then ↓ + High Punch to Uppercut your opponent before he hits the floor

High Punch, High Kick, High Kick, Super Knee

High Punch, High Kick, ↓ + High Punch, Run forward and do two standing High Punches, Super Knee

Start with a Whirlwind Spin, jump up with High Kick, immediately follow with Levitate, Slam, standing High Kick, then Super Knee

FUJIN



REPTILE

Alternate Costume

At the character select screen, hold **START** and press **Low Punch** + **Block** + **Low Kick** simultaneously

Draw Weapon/Throw Weapon	← → + Low Kick
Acid Bubbles	↓ → + High Punch
Invulnerability	Block + High Kick simultaneously <small>(once again to re-activate)</small>
Dashing Punch	→ → + Low Punch
Super Krawl	← → + Low Kick
Fatality	Hold all four Punch and Kick buttons, then press ↑ (or down)
Prison Stage Fatality	↓ → → + Low Punch
Goat's Last Fatality	↓ → → + High Kick

Combos

Jump in with High Punch, High Kick, ↓ + High Punch, walk forward and do two standing High Punches, then a Dashing Punch

↓ + High Kick, Super Krawl, Run forward and perform one standing Low Punch, then a Dashing Punch

High Punch, High Punch, High Kick, High Kick, draw weapon

REPTILE



RESIDENT EVIL

By Anatole Brown

(part 1 of 2)

The Zap System

The new "Zap" system allows players to experience the parallel adventures of both Leon and Claire. There are two scenarios on each disc. Scenario One and Two, Leon and Claire end up on opposite sides of the big rig accident at the start of the game. This means that, depending on which disc you play, one of the other character has to take the long way to the police station. That's Scenario One, or the "hero story" for each character. Scenario Two is the "complementary story" of the other character who ends up closer to R.P.D. after the accident. Once you clear the first disc, wait until the movie ends and see your statistics; the game will ask you to save. Save, then start the next disc by loading the same information. Scenario Two will be loaded up from the second disc. That's two full stories in four different games! This month, we'll guide you through Scenario One of both discs: Claire and Leon. Next month, we'll bring you Scenario Two of both discs. We've got you covered all the way! Ya, Baby!

Story 1 - Claire as the hero:

Claire Disc (Scenario One)

Clear & Save

Leon Disc (Scenario Two)

Story 2 - Leon as the hero:

Leon Disc (Scenario One)

Clear & Save

Claire Disc (Scenario Two)

Leon or Claire?

Like the first Resident Evil, each character offers up their own special bag of tricks. Claire, like Jill, carries a lock pick. Leon can take a little more damage and comes equipped with a handy lighter. There are a few significant twists in each of their stories that lead them to separate areas within the game, but essentially, the basic tasks are identical. In Scenario One, Claire will meet up with Sherry Birkin and you'll be able to control her from time to time. Leon pairs up with Ada Wong and you'll get to control her at various points as well. Either way, both adventures are definitely worth playing since they branch off into separate areas. There are two modes: Normal and Easy. Easy mode allows you to sustain more damage and gives you significantly more bullets at the start, so it's more of a shooting spree rather than a survival adventure.

Weapons & Items

The main difference between the two characters is the types of weapons they are supplied with throughout the game. Both of them will start the game with a handgun and combat knife. Each of them also have six spaces in their inventory. Claire will get to use a new addition to Resident Evil: The awesome crossbow. She will also come across the grenade launcher later on in the game. Leon will use his trusty shotgun and the powerful Magnum. He will also be able to upgrade his weapons as he discovers custom parts. When you combine parts with the appropriate weapon, said weapon will increase in fire power. Ada carries a handgun and will even assist Leon with enemies (if she's with you). If you play it right, you can have Ada shoot while you conserve your own ammo! Sherry is obviously way too young to be brandishing firearms so she's unarmed. Remember to keep an eye on Sherry as she follows you because she's young and gets tired. She will sit down on the ground and you could lose her if you keep going.

The herbs in RE2 act much in the same way as they did in the first Resident Evil. You can mix the green herbs with the red herbs, but this time you cannot mix the blue herbs with the red herbs. Don't worry, you will find big pots with endless supplies of blue herb where you can un-poison yourself as often as need be.

Like the crests in the first Resident Evil, you must locate four matching objects in order to gain access to the sewer area and beyond. Claire will be looking for stone engravings, while Leon will be searching for chess plugs. The police department has four keys which open up all of the rooms in the building: Spade, Diamond, Heart and Club. The memos in the game are primarily there for your reading enjoyment (and to creep the bejeezus out of you), but they occasionally offer some helpful clues. Whenever you come across a statue, always read what it says on the engraving; you'll be clue-in about a particular puzzle.

Maps

Maps can be found throughout the game. They will help to show you what areas you've already explored and where you still need to go.





Map C Police Station 2F



Map D Police Station B1



Map E Sewage Disposal

Map F
Police
Department
3F



Map G Sewer B1



Map H Sewer B2



Map I Vacant Factory B1



Map J
Vacant
Factory 1F



Map K Laboratory B4



Map L Laboratory B5



**C-1 Station Mall**

Both: 2x7 Red Jewel
Read the points on the station and its what it says! Moves the two smaller statues around onto the turned, marked spots on the ground near the walls so they both face the middle statue. The 2nd Red Jewel will fall.

**B-1 Main Hall/Aquarius Statue**

Both: Spade key
Use the Urano Medall at the statue and its what it says! Both will obtain the Spade Key.

**C-4 Hall w/ Blue Soda Machine**

Loon: 5 zombies, gun parts - need desk key
Claire: Flow records (6)
Both: 1 box of ammo (16)
Loon will encounter floating zombies. You pretty much have no choice but to clear out this hallway, both characters will find ammo in the power's closet near the boarded up door. Claire will find these rounds in the desk. Loon will find gun parts if he has the desk key.

**C-7 Waiting Room**

Loon: Desk key
Claire: Lighter
Both: Secretary's Diary, Ink ribbon (2)
Grab the diary and the ink ribbon near the typewriter. On the bench Loon will find the desk key, while Claire finds the old lighter. Loon should go open the desk in the Blue Soda Machine Hall to get the gun parts. Claire can now go down to the Briefing Room and get the Red Jewel.

**C-10 Outside Stairs**

Both: 3 green barbs
Exit the blue door in the hall of mirrors and you'll be outside. These stairs give you access to the East wing downstairs. After you get the better 1 episode and 2 diamonds.

**C-2 Hall near S.T.A.R.S. Office**

Both: 3 zombies
This should be no more once they start to move. Luckily, Claire is spared from the cop zombies.

**B-5 Archives Room**

Loon: 1 box of ammo
Both: File report, Ink ribbon (2), 1 crash
Loon will find the report on the desk side of the shelf, while Claire will find it on the ladder side. There's an ink ribbon in the cabinet on the desk side. Push the ladder to the far cabinet and climb up to get the crash. There's a way for Loon in the cabinet near the cork walls.

**C-3 Main Library**

Loon: Bishop plug
Claire: Sorpost Stone
Both: 1 red barb
Take the stairs to the next level and look around the balcony. The floor will collapse and you will fall down. Go over to the red light and push the switch—this will cause the shelf to move. Go out and move the shelves for better visibility in the following manner: (going from left to right) Shift 1. Move right. Shift 2. Move right. Shift 3. Don't move. The pillars near the redpost floor will now be moved. They're for Loon and a forward bonus for Claire. Both will find a red barb to the right of the double doors.

**C-8 Helicopter Hallway**

Both: 2 zombies
The helicopter on fire, so there's no way through, hence the zombies and go to the far door. Loon will have to deal with them later but Claire can make them retroactively disappear when she puts out the fire later on.

**C-11 Outside Area**

Both: 4 zombies
Go past the burning helicopter and take the stairs. If you can along the right wall, you should be able to dodge all of the zombies.

**C-3 S.T.A.R.S. Office**

Loon: Shotgun (5), 1 health spray
Claire: Granada launcher (6), Box to Chris
Both: Chris' diary, Urano Medall, 1 box of ammo
After Loon picks up the Urano Medall, he'll run into Claire and give her the 1st report about her brother. Loon will find a health spray in the medical kit on the wall. Both Claire and Loon will find ammo on the floor right in front of the big S.T.A.R.S. logo. Check the ledger for your respective weapons. Claire will receive a fix just as she starts to exit the room.

**C-2 Hall near S.T.A.R.S. Office**

Claire: 1 zombie
Claire will encounter Sherry being chased by a zombie. Follow Sherry.

**C-6 2nd Floor Balcony**

Claire: 4 zombies
It's a good idea to clear out this hall since you will use this path often. Lower the ladder in the middle so you can access the First floor from this area.

**C-9 Hall of Crows**

Both: Lot of ammo, 1 box of ammo
Check the desk for ammo, but it's a quick. Running is the best policy in this hallway, there's no ammo waiting your bullets on the crown. If you really want to be a hero, but through, you can slash away with the combat knife just like in the prolog.

**C-11 Outside Shack**

Loon: 1 box of ammo (16)
Claire: Shotgun (16)
Both: 2 zombies, Ink ribbon (2) value handle
Go to the desk and pick up your respective items. Don't open a third door—near the desk! Oh, there you go—two zombies come out of the door. Just turn around and walk out.



C-11 Burning Helicopter



Both characters can now go behind the fence near the helicopter and use the valve handle to drain the flames.

C-12 Red Jewel Room



Leon: Ring Plug, shotgun shells (7)

Claire: Blue Stone **Beth:** Diamond Key

Claire will hear a scream before she enters the room; you'll also notice that the two zombies are gone! Place the red jewels on the two bust figures on the wall on either side of the altar. Claire will get the Blue Stone while Leon gets the Ring Plug. Both will see the Diamond Key sparkling near the altar. Leon finds shotgun shells near the draped furniture.

B-17 File Room (Diamond Key)



Leon: Shotgun shells (7) **Claire:** Shotgun bolts (16)

Plastic bomb, Beth: 6 zombies, Film A

Get ready to fire your high-powered weapon as soon as you enter this room. Be careful of the two zombies hiding behind the large file cabinet. Both Leon and Claire will find Film A in the file drawer on the bookshelf. Leon will find shotgun shells and Claire will find shotgun bolts in the lavatory shower. Claire will use the lock pick to get the plastic bomb in this small file cabinet near the door.

B-2 West Office (Acid Flask, Party Room)



Beth: Memo to Leon, 1 box of ammo (16), 1 green herb

Heart Key, Claire: Bodecaster

Grab the herb near the door, the Memo to Leon on the desk with the party hat, and the camera in the locker where your old friend was dying earlier. Go in the back room with your heavy artillery; your old friend is now scolded—get ready to blast him! Claire gets the distributor on the desk, whereas Leon will get the Heart Key.

3. Police Chief's Secret Den



Ignore this section if you're Leon.

Combine the plastic bomb with the distributor and use it on the door blocked by the helicopter. A new passage will open.

C-13 Police Chief's Den



Watch the police chief when you examine the body on the desk.

C-14 Art Collection Room



Claire: Chief secretary's diary, 1 health spray
Meryl Sherry again. Go in the back room, turn on the light, grab the secretary's diary from the desk, and head over to the jewel box for the spray. Sherry bolts again.

B-10 East Office



Leon: Shotgun shells (7) **Claire:** Acid Rounds (4)

Beth: 1 zombie, 1st Floor Map, 1st ribbon (2), 1 box of ammo (10), 2 green herbs

Enter the double blue doors and get ready to dodge and shoot. Be careful of the guy lying face down; he's still undead. Head to the small desk for the 1st ribbon. Go to the back office (be careful of the zombie maid) and open the safe using the combination 2226. Items will find the 1st floor map. Claire gets acid rounds and Leon gets shotgun shells. Look behind the desk, there's two herbs. Check the dead guy in the back hallway's got em.

C-13 Police Chief's Den



Claire: Police chief's diary, heart key

Return to the chief's office; he's gone! Find his disturbing diary on the chair and grab the sparkling Heart Key off his desk. Before you can open the picture behind his chair. This is where all the exposed stories will be placed to enter a new area.

B-11 East Hall



Beth: 3 zombies, 1 red herb

There are several zombies roaming the halls in here. You'll find a red herb near the elaborate green door.

4. R.P.D. East Wing & Basement



Beth: 6 zombies, 1 green herb
Now enter the East Wing (large door near main entrance); use your big weapons on the onslaught of zombies.

B-9 Refreshment Hall (Blue Card Key)



Leon: Book bag **Claire:** 1 box of ammo (16)

Claire finds ammo on the table. Leon gets the book bag; you can now open the desk in the Reception Room for ammo.

B-13 Questioning Room (Diamond Key)



Leon: 1 health spray, Ring Plug

Claire: Eagle Stone **Beth:** Card

Grab the items off the table, then grab the shotgun object from the shelf. As soon as Claire gets the stone and Leon gets the plug, a Ulick will come busting through the window. Aim downward with your power weapon and make him realize he isn't the boss in the lobby hallway in the West wing and place the stone in the shutter box.

B-14 Stairway to Basement Hall (Heart Key)



Leon: Shells (7) **Beth:** 2 green herbs

Grab the herb near the entrance. Leon will find shotgun shells by the shelf all the way at the end of the hall. Take the stairs.

D-1 Basement Hallway



Beth: 3 dogs

Caution: There are three dogs in the hallway. They will attack from both sides, so try to lure them out towards you.

**Bath: BT Map**

Grab the map on the shelf and the green herb by the door. Flip the switches on the Power Power Control Panel in the following order: Up, down, up, down, up. The meter will hit 80 and the card reader panel for the weapon room will power up.

**Bath: 1 green herb**

Both will find a green herb in the dark area by the gate. Leon will run into Ada, and will need to help her push the police van away to reveal a new door. There's not much for Claire here.

**Leon: 2 dogs, 1 red herb, 1 blue herb**

As soon as you grab the red herb, the dogs will head out of their cage to attack you. Use the mouse and left click to get down to the ground. There's a blue herb in the dog cage.

6. Sherry & Ada's Side Adventure

Ada and Sherry explore the same vicinity and do similar tasks except they enter from opposite sides. Sherry will enter from the elevator side while Ada enters from the vent side.

**Bath: 2 Dogs**

Ada can shoot these dogs but unfortunately, Sherry must run through this area since she is unarmed. Sherry does carry a can of health spray so she's not entirely in danger.

**Bath: Sewage Disposal Map, Clock Key**

Sherry and Ada need to descend down into the sewage pool and push the basin around so they can see a cross. Once they're level up, on both up and left the circular panel match, the water will rise and the basin will create a bridge to the other side. Come here and grab the Clock Key on the shelf. There's a map on the wall near the entrance. Now each character should go back to where they started and hand over all their discovered items to Claire and Leon.

**Bath: 1 red herb, 3 dogs**

Push up the red herb along the way. The dogs will jump down from the balconies, so beware. There's a ladder at the end of the alley.

**Ignore this section if you're Claire****Leon: 1 box of ammo (15)**

Ada will attack you when you enter the door. Go all the way to the end of the hall and pick up the ammo on the table. Enter the holding cell. It's unlocked.

**Leon: 2 spiders**

The spiders are very difficult to shoot when Sherry is on the ceiling. Move around and avoid their poisonous webs until they move down to your level; then you can take them out easily.

**Ada: Shotgun shells (7)**

This is Sherry's entrance to her adventure. Ada will find shotgun shells for Leon if she takes the elevator down.

**Bath: 1 Licker**

As you make your way to the autopsy room, two Lickers will make their appearance in the basement hallway, so be ready!



There's a storage room down the stairs. Claire will run into Sherry in the hall after she exits the storage room. Sherry will run into Ada's small opening at the end of the hall; you will now control Sherry (see section 5). Not much for Leon here.

**Leon: 1 green herb, 1 blue herb, machine gunner**

Enter the first holding cell and witness the fight. You will meet Bob, the reporter in the next cell. Ada will see you again. After the conversation, Ada will take off again and the map will appear in your screen to indicate the street entrance. Grab the sparkling machine gunner on the shelf.

**Leon: 1 blue herb, ink ribbon (2)**

Here's a handy storage area. Grab the ribbon and set up with the blue herb. If you're been outside by the spiders, go into the next room with the chest board control panel. When you come back out, you will meet Ada again. Leon will give her a heart up and into the vents. You have control Ada.

**Sherry: Grenade Rounds (4)**

This is Ada's entrance to her adventure. Sherry will find grenade rounds here for Claire.

**Bath: Red Card Key**

Go to the back of the room. A panel will fall down to create you out. Open the object and get the Red Card Key. All of the monsters will wake up. Shoot your way out of this one—it's too crowded to put on your best Barry Sanders jersey.

7. The Return



7. R.P.D. Third Floor

E-1 3rd Floor Balcony



Claire: Licker

Take the crank and drop wheel and go to third floor. On the way, as you enter the south hallway, zombies will march through the windows in the hall that leads to the basement stairs. Don't worry, you won't have to go through these agents. Claire will come across a Licker on the balcony.

E-4 Claire's Plug Exit Room



Enemies: G Virus Slaves

Enter the exit room and battle the Boss. He'll spawn out little critters that will attack you. Use the Magnifying Glass to find the exit. You can see your progress here with the ink ribbon by the typewriter. Grab the other handle from the storage box—you'll need it. Take the elevator down on the opposite side.

G-2 North Control Room



Enemies: Sewer Manager's Box, health spray, 1 box of ammo (D), Ink ribbon (2)

Find the box on the table. The room is in the sewer or by the control and the health spray is in the lock or by the elevator. You can save your progress here with the ink ribbon by the typewriter. Grab the other handle from the storage box—you'll need it. Take the elevator down on the opposite side.

E-9 Bridge



Take the ladder down to the bridge. You will encounter the boss. Use your grenade launcher and climb up the chain. If you get enemies off your way. After the boss is defeated, go back and get Sherry.

H-2 Sewer Path by Ladder



Find the Ammo box. Go up the ladder into the fan tunnel.

F-2 Chair Room



Claire: 2nd Blue Stone. Leave Knight Plug into the chair in the square hole on the wall to lower a set of steps. Climb up and use the cog wheel on the gears, then flip the switch—a secret door will open. Claire gets the 2nd Blue Stone while Leon gets the Knight Plug. Leon will take a chair down to the basement.

E-5 Exit to Sewers



Meet Ada and avoid her.

E-15 Police Chief's Den



Ignore this section if you're Leon

Claire: Copy of mail to chief
You'll meet Sherry again. Combine the two blue stones and place all three stones at the table behind the chair's desk. A new passage will appear. Pick up the paper from the floor. Claire tells Sherry to hang out and wait.

E-10 Sewer Path



Push the red button and go up the ladder. Follow the hall to the sewer path. You will run into Sherry's dad, or rather, the Tyrant. Open the secret door. Sherry will get sucked into the flood gate.

G-3 Fan Tunnel



Ada: Biohazard
Remain of the huge reaches that pour out of the ceiling. Run quickly to the other end and take the ladder down.

9. Leon's Exit & Boss

D-8 Holding Cells



Ignore this section if you're Claire.

Leon: Copy of mail to chief
After the chair, you'll have a screen. Go down to the holding cell on floor three. Use the Knight Plug to open the door. You'll receive a copy of the chief's mail. Ada shows up, but she'll ditch you once again. You'll make Claire.

G-1 Sewer Path By North Control Room



Leon: 2 blue stones

Before you enter the Control Room with Ada, pick up the blue stones.

D-10 Torture Chamber



Claire: mail needs (4)

Enter the door with the two torches into a secret room with medical devices. You'll want the medical chair and now back to the Ada's laboratory. Pick up the mail needs in the small table.

11. Ada's Side Adventure

H-1 Elevator Hall



Ignore this section if you're Claire
Leon will get shot by Ada and become disabled for awhile. You now control Ada. Run after Ada. Ada can't pick up anything this time around, so don't waste your time.

G-4 Sewer Manager's Deck



You will meet Ada and she will reveal some facts for you about her husband, William Birkin and how he became the Tyrant. After you throw her off the deck, head to the ladder and climb down. Ada will return and you will control Leon again.

**H-4 Sewer Storage Room****Ignore this section if you're Leon****Sherry: 1 zombie**

Sherry enters up separated from Claire and will need to go on by herself. Follow the path to the door and enter. Sherry can't fight this zombie, so keep moving! Find the usual vent opening at the other end of the room.

G-5, G-6, H-4 South Control Room

Claire: 2 blue herbs outside, 1x to Sewer Manager, 1 box of ammo, 1x ink ribbon (2), 1 zombie in grounds rounds (6) downstairs. Find the screen on the bag on the table. You can now leave. Go to door near the elevator and see your lock pick. A shift with a ladder will open go down. Reverse of the zombie. Sherry left behind. Go to the shelf near the vent and pick up the grounds rounds. Go back up the ladder to the control room and take the elevator down.

H-8 Bridge Room

Leon: Shotgun shells (2), **Claire:** Flame rounds (4), **Beth:** Large blue herb pot, 2 green herbs, ink ribbon (2). If you get possessed by the spiders, there's a blue herb pot with infinite health by the door. Claire will run into Jeremy and hear the Wilkins Radio story. Use the valve handle to lower the bridge and cross. Use the valve handle on the other side to raise the bridge again. There are herbs, ammo, and a save typewriter.

H-10 Sewery Pool

Claire: Wolf Model, **Beth:** ink ribbon (2). Sherry's on her ribbon in the water towards the right side of the pool. Claire notices Sherry. Sherry complains of stomach pain. The Wolf Model is lying beside Sherry. Leon will join in the fight and get patched up.

H-2 Sewer Path By Waterfall

The two spiders will still be here if you don't kill them. Be careful—Ada and Sherry can get hurt by the spiders, and you certainly don't want Sherry tripping inside you. Place the two medals in the panel to shut off the waterfall. Enter the door and follow the bridge.

H-5 Tunnel**Sherry: Reserves**

Be extremely fast here. Sherry can get worked over big time by these awful zombies. You don't want to see Sherry die, do you?

H-1 Elevator Hall**Beth: Sewer map**

Leon wakes up. Here is where Leon and Claire's adventures commence and will remain similar until the end. If you notice, there are two elevators on either side of the hall for each direction. Grab the sewer map on the wall next to the door.

H-9 Crocodile Hallway**Beth: Large crocodile**

Go to the end of the hall. Leon will briefly see Ada, while Claire will see Sherry. The croc will rise out of the water. Run down the hall to the lighted panel and hit the switch. A propane tank will hit the floor. Notice Sherry's "I've been" by shouting the tank when the croc's got it in his mouth. One shot will do two jobs. Open the door by releasing the emergency shutoff switch near the far door.

G-4 Sewer Manager's Deck

Beth: Sewer manager's diary, Eagle Model. Go up the ladder to the deck. Follow the ramp up to the dead sewer manager. You will find the Eagle Model on his way to the elevator. Use the valve handle to turn the fan off. Climb through the panel, and you'll find that the conductors are all gone.

H-11 Sky Train

Go to the right side of the sky train and use the control panel to turn on the power. Now enter the doors and go for a ride. Leon and Claire will encounter the Tyrant during the trip. The Tyrant's claw will pass through the roof several times. Shoot the door. Beth will fall through the roof at each time before his claw comes down, so you'll be able to tell which opening he'll come through next. Ada will fire the last two shots and the train will stop. Fortunately, Claire and Sherry have an uneventful ride.

H-6 Garbage Disposal**Sherry: Wolf Model**

Grab the gold Wolf Model on the floor. Sherry will then tell Leon and Claire something. She'll be visited by her dad, the Tyrant.

H-2, H-7 Sewer Path by Ladder**Leon:** Wolf Model, Shotgun shells (7)

Claire: Flame rounds (6), **Beth:** 4 spiders. The fan will be spinning so there's no way through the tunnel. Go to the back where the first elevator was. Leon will find the useful ink shells, while Claire will get flame rounds. You can choose to avoid the two spiders. There are two more spiders in the next hall beyond the floor. If you want to kill them, wait until they climb down the wall so you have a level aim.

H-2 Sewer Path By Ladder**Beth:** 3 zombies

The cages come alive. If you don't kill the spiders earlier, don't worry—they're gone if you're fast, but you can just run by them.

H-1 Train Stop**Beth:** Weapons box key

Use the lighter and light the flare can near the train. You will see a red light flash in the right of you when the flare goes off. Pick it up, it's a weapons box key.



I-2 First Hallway



Leads: Shotgun parts (1), Glove: Spark shot (100%)
Baths: 2 empty

Two of the four zombies running the halls. Ada can handle a lot of them, but if they're too close, watch! With your respective flames off the dead guy at the end of the hall.

J-2 Caboose Turn Table



Leads: Mags (1) (1) **Gloves:** Flame rounds (1)
Baths: Vacant factory map, 1 box of ammo (1), control panel key

Get the ramp off the right wall. Go to the back near the barrels and find the control panel. You'll find the Control Panel key in the box in the wall. You'll find ammo for your weapons near the toilet! Go back out and use the key in the control panel and watch the power on. You will enter the caboose (note: optically, what it is a decoy—the caboose is really an elevator).

K-3 Main Bridge



Leads: Flame thrower (100%) **Gloves:** Oxygen tanks (1)
Baths: Plant creature, 1st report, Temporary 1st report

Go out to the main bridge and enter the red tube door (West Area). Enter the door at the end of the hall. Pick up the registration late off the lower and go to the report from the computer. You can turn on the April 8 U.W. gas turbine. It weakens the plant creature. Check the lockers! Claire gets more health and Leon gets the killer these two items! Use your lighter and touch the plant, it should will open up. Enter.

K-3 Main Bridge



Place the main fuse in the socket (presented) to enter the big doors. In the West and East hallways.

L-2 Hallway with M.O. Dick Computer



Baths: 3 Lockers, 3 green herbs
 At the beginning of the hallway, a locker will cut through the ceiling. Two more lockers are further down the hallway, along with three green herbs.

I-3 Second Hallway



Baths: 4 zombies, 2 green herbs
 More zombies. There are two green herbs at the far end of the hall. Use the ladder and climb up.

J-3 Boss Battle



Baths: Tyrant (William Birkin)
 Sherry passes out from stomach pain, while Ada gets injured by the Tyrant's slam. Go outside while the elevator still moving and meet the Tyrant head-on. You can enter the caboose until he's dead, so don't rush around! Run from the side of the platform to the other side, shooting Tyrant and avoiding his slam. Leon should use the Mags. Claire should use the flame rounds (remember your flame rounds so you're able to the boss). When the Tyrant's down and out, you can re-enter the caboose and the elevator will stop.

K-5 Secret Room



Leads: 2 shotgun shell boxes (1)
Gloves: 2 green rounds (1)
Baths: 2 Lockers, 1st ribbon (1)
 There are two Lockers containing around this small area. After you kill them, go to the locker and find more ammunition for your weapons. There's an ink ribbon by the broken-down computer.

K-4 Hall by Security Room



When you return to the Security Room (1st), there will be five spiked zombies! Watch out for these guys. They deliver more damage than the average zombie.

L-2 Monitor Room



Baths: Laboratory map
 There's a lab map right next to the computer. You can save and store them here.

J-1 Construction Room



Leads: Shotgun shells (1), mags (1) (1)
Gloves: Flame Rounds (1), grenade rounds (1)

Baths: Health Spray, 1st ribbon (1)
 The construction room has a typewriter and storage box. The health spray is in the machine cabinet. Pick up items off the counter for your weapons.

15. The Laboratory

K-2 Security Room



Leads: Shotgun shells (1), mags (1) (1)
Gloves: Flame rounds (1), acid rounds (1)

Baths: 1 green herb, 1st ribbon (1)
 Ada and Sherry will be kidnapped, so you'll have to continue on your own. Check the locker. Claire will find flame rounds and Leon will find shotgun shells. Grab the book off the top of the file cabinet. The sparkling object on the desk is a magazine clip for Leon. Claire will find acid rounds. You can save and store them here. Hey!—Claire's not wearing her jacket anymore!

K-2 Sub-zero Lab



Baths: Fume can, mola fuse, health spray
 Enter the blue right door (East Area) from the main bridge and enter the frosty door. Find the health spray on the shelf and the fume can on the small table. Place the fume can in the computer to get the main fuse.

K-8 Ladder by Large Plant Creature



Baths: 1 plant creature, 3 green herbs
 Open the large door at the West Area. Kill the two plant creatures, then open the door and kill another one. There are 3 green herbs by the creature. Take the ladder down.

L-5 Lab Hallway



Baths: Red herb
 Don't worry about the hallway with flames. No, you can enter with a red card key and beside the wall and use the computer, but it's a useful room for Sherry. One it will, however, speed up Sherry's two's mission. The password is "GASSET". Grab the red herb by the lab door and enter the lab.



L-4 The Laboratory
Leon: Magazine ports. **Claire:** Mouth spray, 2 grenade rounds (B). **Beth:** 5 zombies, red Umbrella card key. Use the Weapon Box Key to open the main door. Leon gets magazine ports while Claire gets grenade rounds. Claire can also find a health spray in the lab. Go through the two doors (push for the zombie in the hallway, and enter the main lab, go to the rack table and get the Red Card Key with the Umbrella logo. Switch end for the four running zombies.



K-6 West Hallway
Beth: 2 plant zombies
 Go back up the ladder and confront two more plant zombies.



K-3 Main Bridge
 Go your way to the West hallway. Leon will start here. This is the first of the hallway encounters in any video game when the boss dies. Leon gets good and throws the G-Virus away (Leon's someone also find G-V).



L-5 Loading Dock
Beth: The Tyrant
 When you enter the loading dock, the doors will shut and the clock will start ticking. Go to the elevator and push the button. The Tyrant will fall from the ceiling. You have less than five minutes to take him out. Much like the first Resident Evil, run around the room and avoid the Tyrant as you blast him. After several shots, he'll transform into another shape. This time, he'll jump up on top of the elevator, but he will come down after a brief moment. When you finally defeat him, take the elevator and exit!

Next month:

Scenario Two for each character! Remember to watch the ending and save the game after you see your stats! Stay tuned, it's gonna be a doozie...



L-3 Lab Hallway
Claire: Watcher instructions
 Claire will meet Annette again. When the Tyrant comes back and takes a swipe at Annette! Before she dies, she will hand you instructions to create the vaccine for Sherry. HEAD (B) The alarm will go off. Go your way out, you'll see Leon on the monitor and you'll tell him to go get Sherry.



K-8 V.A.M. Activator Room
Leon: Mouth spray, magazine clip (B)
Claire: Empty vaccine cartridge, base vaccine, and rounds (G) **Beth:** 5 zombies, M.O. Disk
 Grab the items from the switcher. Go to the rack and turn on the light switch so you'll be able to see the zombies. Come next place the empty cartridge in the V.A.M. activator, then go to the control panel near the operating table and turn it on. Go back to the computer and grab the base vaccine.



L-1 Hallway with M.O. Disk Computer
Beth: 4 zombies
 Go down to the M.O. disk computer. Watch for the four robot zombies—they're around every corner. Place the M.O. Disk into the computer to open the loading disk. Don't wait yet if you're Claire—you have one more task.



L-1 Hallway with M.O. Disk Computer
Beth: 4 zombies
 A ladder will fall out of the ceiling as you exit the room!



K-10 East Hallway
Leon: G-Virus
 Annette will meet Leon when he exits the V.A.M. room. Just when she's about to shoot you, she will get hit by falling pipes. Watch, that was close! You'll get the G-Virus.



L-4 The Laboratory
Claire: Base vaccine
 Claire needs to go into the lab and place the base vaccine into the machine in the far right corner. Grab the base vaccine after the process is done and head out!

Alternate Clothes



If you go through the city area without picking up any items in Normal Mode (including the gun store and bus), you will meet the helicopter pilot, Brad Vickers in the alley by the stairs in the R.P.D. Lot. He doesn't look as good as he did in the first Resident Evil; in fact, he's a zombie! Brad is very tough to kill and your handgun will not do the job. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room. Go back out and waste him. Check his body and you'll find a special key. This special key opens the locker in the dark room. Leon will find two sets of clothing and Claire will find one. You can change your clothes at any time now!

Shoot the Camera

If you go to the outside area in the basement where the two dogs jump down from the fence, you can shoot holes into the screen! Just stand with your back facing the manhole and walk forward until the camera angle changes. Use your rifle to shoot out the screen! Cool effect, but a waste of ammo.



Yoshi's Story



By Tyrone Rodriguez



YOSHI'S STORY



It's the return of Yoshi! The little green critter and his fellow dino buddies must trek through 24 increasingly difficult levels in order to find and defeat baby Bowser. Each of the individual stages are rendered beautifully; Yoshi's animations are great, he's got more personality than most. The next seven pages will take you through the first seven stages and their secrets.

LEVEL 1



Here is the first Blue Wario, don't push her or subsequent Blue Wario by

Use the My Bounce to knock the elephant down. Once he's out, use the other path to go around him.



Here's another elephant. Same deal; use the My Bounce then go around

Hit this Question Block, then make a run back to the finish line. If you're quick, you can earn 7 Medals!



Use the My Bounce to release Yoshi's pet. He'll help you sniff out secret fruits.

Yet another elephant blocks your path.



You'll have to sniff this secret platform out to reach this Heart

Don't miss your first Heart. Two more to go



Here's the stage's last Heart. Sniff out the secret platform then break the Blue Mask and you've got three out of three.



Level 2

Get this Heart among the clouds by using the Exclamation block to reveal invisib! clouds. Jump from cloud to cloud until you reach your goal.



Use an egg to break one of these blue blocks. Then use another on the Question mark.



Griff the center of the yellow pipe. When you find the exact spot perform a Rip Rotation. You'll find some hidden SkyGaps as well as the second Heart.



Push this Blue Question Block to the next block. See what happens!



Griff out the highlighted area to reveal a platform that will allow you to reach the Hidden Heart.



Move the lower block to the right. Press the top block to the left as so it will land on the lower block.



These travel penguins can act as eggs, just walk by and they will follow you.

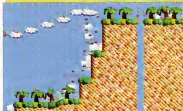




Level 3



To get the first heart, you must break the "P" bubble, which will release a "P" block. When you step on the "P" block, it will create a path that allows you to climb up with your tongue and reach the heart.



Hey Boney! This looks like a game where you'll have to juggle seven blocks. If you reach the finish line without dropping the blocks, you'll earn seven medals.



You'll see this heart after you step on two consecutive "P" blocks; use the flutter jump to reach it.

Use an egg shot to break the "P" bubble, then all you have to do is jump up and grab the heart... just watch out for the moving bunnies.

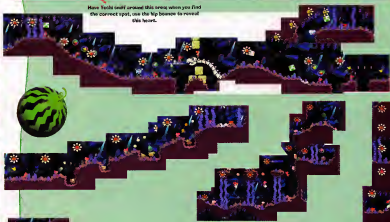




Level 5



Have Yoshi wait around this area when you find the correct spot, use the Lip Bounce to reveal this heart.



Here's where you'll find the Black Yoshi eggs if you grab it and complete the level you can play as this special Yoshi.





Level 6



This monster rises from the lava; send him back by shooting an egg into his mouth.

You must stand on the brown platforms for a brief moment so they will descend and allow you to grab this heart!



Use the flutter jump at the correct moment and you'll be able to go under this curved arch and reach this heart.



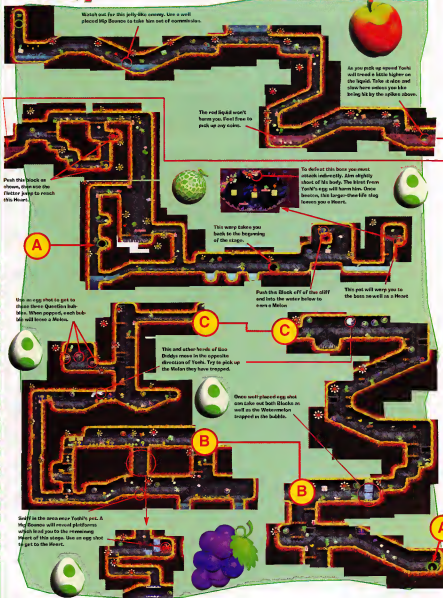
Take this pipe and you'll find this secret area. After you complete it, you will be sent to a point further on in the level.



Look! Up in the sky! It's a heart! This is the last one in the stage; now you're cooable!

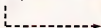


Level 7



KILL THE BOSS.

(yeah, him.)



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by Ara Shirinian

FINAL FANTASY TACTICS

Long known for their wonderfully-addictive role-playing games, Square's recent foray into other genres (*Bushido Blade*, *Einhandler*, etc.) was initially met with some doubt by many gamers, including myself. Everyone knew the company could make incredible RPGs—but fighting games, shooters, and tile-based war simulations? Something seemed fishy. After all, one would expect a developer experienced in creating certain

types of games to stick to what they know best. At the very least, one might expect them to stick to what they were best known for. Admittedly, *Final Fantasy Tactics* isn't nearly as wild a departure as the others—but even still, despite my doubts, Square has repeatedly demonstrated during the course of the last year or so that they really can make great games, no matter what the genre. *Tactics* is no exception.



Battle Strategy

The key to winning any battle in *Final Fantasy Tactics* is to have a good understanding of your enemies' behavior. Enemies usually move in a predictable manner

which can be readily exploited. Of course, you'll have to know what your opponents are capable of before you launch a successful attack. For this reason, it's a good idea to take a look at the stats of each enemy before you begin a serious battle. The first thing you need to determine is which enemies can damage more than one member of your party in one turn, and which ones can't. For example, Squires, Archers, Knights, and most monsters in the first half of the game cannot attack multiple targets simultaneously (I'll refer to these as "range attacks"), while most magic users and



monks can. The composition of your enemies' party should determine how you move your party members around the battlefield. Specifically, if your enemies can use range attacks, you'll want to spread your party out somewhat, at the very least, in a checkerboard pattern. This way, if a wizard casts a spell on one of your units, no one else will be affected. Similarly, if that wizard decides to cast his spell onto a panel, you'll be able to move one or all of your units out of range before the end of the charge period. Conversely, if no enemies can use range attacks, there's no reason to spread your party out. This way, your units in the center of your "crowd" can use their turns to heal units on the outside who are fighting the enemy. Bunching your units into crowds like this limits the amount of damage these kinds of enemies can inflict on your party. Of course, you don't have to have your party bunched up in a perfect square, or in a perfect checkerboard pattern. You should use the terrain to your advantage, to not only limit what units the enemy can attack, but where they can move, as well. Depending on the situation, you might want to spread out some of your units more or less.

The type of enemy you're facing should also determine how quickly you want to advance your units. For example, since Archers and magic users' attacks are only useful at a distance, and since they have generally less HP than most other units, it's a good idea to take them out as quickly as possible. While generally a bad idea, in many cases it's advantageous to move one of your units far away from your party if you can kill one of these enemies in one or two turns. You'll notice that the enemy always goes for the weakest unit in your party that can be attacked immediately. In general, this is also a good strategy for you to follow. You'll want to take out enemy units as fast as possible, and the most efficient way to achieve this is to concentrate on one unit at a time. However, knowing that the enemy will always attack your weakest character, you can use one of your units as a "decoy." If this decoy unit has extremely low HP, any enemy that can reach it will focus their attacks on this unit until he/she's killed. Keep a few extra units nearby and have them use a Phoenix Down each time the decoy unit dies. By keeping the decoy unit alive and weak, you can control which units the enemy attacks and effectively waste their turns.



Watch the AT!

In battles, the AT is the most important factor in any kind of strategy you want to execute. Everything previously mentioned should take a back seat to the AT. If you're trying to set up a decoy, and enemy units have the next five turns, you shouldn't be surprised if the strategy backfires, since they'll just kill your decoy and start attacking your other units as usual before you'll have a chance to use your Phoenix Down. The AT basically tells you how many turns you have until a given enemy will act. When you're using a charge attack, you should always check the AT to see whether the enemy's turn is coming up before or after the end of the charge period. If it's coming before, then the enemy unit will just move away, and your unit will sit there looking embarrassed (unless, of course, the attack is a spell which you've cast on the unit). Properly timing your strategies can mean the difference between a successful battle and a dismal failure.



Party Management

Another integral component of a successful campaign is to have your party properly set up. Besides simply equipping the best items available on your units, how you configure each of your units' abilities can have a large influence on your performance on the battlefield. Firstly, you should never, ever lose a unit during a battle, as once they're gone, you can never get them back. It's not so crucial in the beginning of the game, since you can always hire another Squire with comparable abilities, but in the second chapter and beyond, you'll be wasting all the time you've spent developing that unit. In the first chapter it's probably a good idea to remove one or two units right away. This way, you'll have a smaller party to manage, and since you'll never have more than five or six units participating in any given battle, they'll gain Exp. and Jp. more efficiently. Besides, later on in the game there's a ton of special characters that you'll want to include in your party. If you have too many now, you'll have to remove them later to accommodate the newer ones, once again wasting all the time spent developing that unit. Either way, don't be afraid to remove units in the beginning of the game—it's the best time to do so.

Miscellany

After you progress through the first few battles in the game, you'll quickly notice that the enemies' levels between battles move up much faster than yours do. This is normal, so you shouldn't worry that you might be doing something horribly wrong. When this happens, you're going to have to spend some extra time building your units' levels and abilities. On the world map, the green dots represent locations where you'll be randomly attacked by monsters at about the same level as your party. Red dots represent locations where you're attacked by enemies that are at a pre-set level. You can fight battles on green dots as much as you want without affecting the storyline. Only when you move to a red dot will the story advance. So, if you find yourself getting your butt kicked in a certain battle, just go to one of the green dots and raise your levels first. A useful technique for raising your levels and abilities without fighting many battles is to kill all of the enemies in a given battle except for one. Then, just have your units beat up on themselves and use whatever potions, spells, or abilities are at their disposal. As long as you don't kill the last enemy, you can earn as much Exp. and Jp. as you want in a single battle.

A Few Words On Saving

During most of the game, completing a battle returns you to the world map. However, occasionally you'll have to fight a series of battles in one location. What this means is that after you complete one battle in such a location, if you save on top of your previously-saved game and your party is too weak to finish the next battle, you'll be stuck. You'll know when the battle you just finished is followed by another one, as you'll be automatically prompted to save the game. When this happens, always, always save the game in a new file!

Jobs & Abilities

As far as developing your units' abilities goes, you shouldn't be too quick to change jobs once you've satisfied their prerequisites. It's also very important to keep your units' levels balanced. If you let certain units get too strong, then the weaker ones will just become more so and soon, they'll become useless. In the beginning of the game, you should have all units learn at least one ability in each category for the Squire job, including Gained Up Jp. You should set each unit with this ability as soon as they can learn it. For tough battles you might want to set it back to some other ability temporarily, but in terms of developing your units, it's extremely useful. You should also develop all your units' Chemist abilities early on. How you choose to develop your party and what jobs you assign is your choice. However, it's a good idea to make every one learn most—if not all—of the Squire and Chemist abilities before trying out new jobs. Besides setting Gained Up Jp, you should set every unit's secondary action to Item (Chemist's ability). It's certainly not flashy, and it's not as flexible as if you set another job's action in its place, but it really is invaluable and your party will last a great deal longer in battle if everyone can use potions & healing items on themselves. Even though the Priest's healing magic is more effective in general, the fact that you don't need to spend turns charging to use a potion makes them much more useful in the heat of battle.

Monsters

In Chapter 2, you'll have the opportunity to add a Chocobo to your party. Later, if you make one of your units a Mediator, you'll be able to obtain other monsters as well. It's not wise to use monsters in too many battles, however. Since they have no abilities to learn, you essentially lose the Jp. that one of your other units could be acquiring if they were in the battle instead of the monster. This makes the rate at which your party learns abilities less efficient. Except for the few unique monsters like the Steel Giant that can be acquired in Chapter 4, it's in your best interest not to rely on them too much.



Squire

Rating: *

Prerequisites: None

Max. Level to Satisfy All Prerequisites: 8

Weapons: Knife, Sword, Hammer, Axe

Armature: Hat, Clothes

Nearly every character in the game starts out with this job. Characters with special jobs like Agnes and Garganus have a different job title and different action abilities, but their other abilities in that job are the same as the Squire's. Also, Ramza will get special abilities unique to him in this job category each time you advance a chapter.



Chemist

Rating: ***

Prerequisites: None

Max. Level to Satisfy All Prerequisites: 8

Weapons: Knife, Gun

Armature: Hat, Clothes

The least interesting, yet one of the most useful jobs in the game. See the Jobs & Abilities section for more info.



Knight

Rating: **

Prerequisites: Lv.2 Squire

Max. Level to Satisfy All Prerequisites: 3

Weapons: Sword, Knight Sword

Armature: Helmet, Armor, Robe, Shield

Knights have lots of HP & high attack power, but their Break abilities aren't terribly useful. This is a good job for Ramza until the Lunker job becomes available.



Archer

Rating: **

Prerequisites: Lv.2 Squire

Max. Level to Satisfy All Prerequisites: 3

Weapons: Bow, Crossbow

Armature: Hat, Clothes, Shield

When set with the Arrow Guard & Concentrate abilities, Archers can be quite useful. Unfortunately, their attacks are only effective from high places. Bad terrain can be a nightmare, so be careful about which battles you send Archers out on. Also, don't equip them with crossbows if you can help it. Bows are much more versatile.



Monk

Rating: ****

Prerequisites: Lv.2 Knight

Max. Level to Satisfy All Prerequisites: 4

Weapons: n/a

Armature: Clothes

Monks are certainly cheap to maintain, as they have extremely high MP and attack power, and don't need any weapons or expensive armor. They also have a wide array of useful abilities that don't take up any MP or charging. An excellent job for the first half of the game.



Priest

Rating: ***

Prerequisites: Lv.2 Chemist

Max. Level to Satisfy All Prerequisites: 4

Weapons: Staff

Armature: Hat, Clothes, Robe

Priests have, at their disposal, the standard set of healing-type spells. Some spells like Raise aren't very useful since they tend not to work as often as they should. The Priest's Holy spell is extremely effective in the second half of the game, so it's still worthwhile to have one of those guys on your side. Make sure to choose someone with high Faith to be your Priest (or any other magic user, for that matter), otherwise your spells won't be nearly as effective.



Wizard

Rating: ***

Prerequisites: Lv.2 Chemist

Max. Level to Satisfy All Prerequisites: 4

Weapons: Rod

Armature: Hat, Clothes, Robe

Wizards are the black magic counterparts of Priests. They're especially good at damaging whole groups of enemies at a time.



Time Mage

Rating: **

Prerequisites: Lv.2 Wizard

Max. Level to Satisfy All Prerequisites: 3

Weapons: Rod

Armature: Hat, Clothes, Robe

Time Mages aren't very effective unless you spend a good deal of time developing their abilities. Their Melior and Deme attacks are devastating, however there are other characters like Ramza, Mulsado (Chapter 2), and Beomull (Chapter 4) who have some of the same abilities in the Time Mage, but don't use up MP or charge time.



Summoner

Rating: ****

Prerequisites: Lv.2 Time Mage

Max. Level to Satisfy All Prerequisites: 4

Weapons: Rod, Staff

Armature: Hat, Clothes, Robe

Summoners have a combination of healing and attacking spells. Even though they have insanely low HP, their spells tend to be more effective than both the Wizard's & Priest's since they cover a wider area. What's more, you don't have to worry about accidentally damaging one of your units (or healing one of the enemies) since they only affect the proper targets. Besides, their spells are much easier to look at than silly fireballs or drunks of ice.



Thief

Rating: ***

Prerequisites: Lv.2 Archer

Max. Level to Satisfy All Prerequisites: 4

Weapons: Knife

Armature: Hat, Clothes

Aside from their Move+2 and Jump+2 abilities, Thieves aren't very useful until the latter half of the game. There are a great deal of powerful items that you can only get by stealing from enemies, and such info doesn't show up until around Chapter 4. Their Secret Hunt ability lets you trade in poached monsters for items at fur shops, which don't appear until Chapter 3.





Mediator

Rating: *

Prerequisites: Lv.2 Oracle

Max. Level to Satisfy All Prerequisites: 4

Weapons: Knife, Gun

Armature: Hat, Clothes, Robe

For serious battles, Mediators are practically useless, as the probability for abilities such as Invitation to work are extremely low. However, their Drive & Faith raising abilities are somewhat permanent (about a fifth of the Br or Fa points gained in a battle are retained after the battle's over), and their Invitation ability is the best way to obtain new units for your party.



Oracle

Rating: **

Prerequisites: Lv.2 Priest

Max. Level to Satisfy All Prerequisites: 3

Weapons: Rod, Staff, Dictionary, Stick

Armature: Hat, Clothes, Robe

Oracles have some of the same abilities as Mediators and specialize in inflicting bad status on enemies. Since they're low on both HP and attacking power, they're not worth a whole lot to your party, except as a secondary force.



Geomancer

Rating: **

Prerequisites: Lv.3 Monk

Max. Level to Satisfy All Prerequisites: 4

Weapons: Sword, Axe

Armature: Hat, Clothes, Robe, Shield

Geomancers attack using the various elemental powers around them. Even though their attack and magic power is above average, they lack any especially-effective techniques.



Lancer

Rating: ***

Prerequisites: Lv.3 Thief

Max. Level to Satisfy All Prerequisites: 4

Weapons: Spear

Armature: Helmet, Armor, Robe, Shield

Lancers are just like Dragons in Final Fantasy II. Their only attack, Raining, is the only one which is not only powerful, but also temporarily prevents damage from enemies since you're in the air while the attack is charging.



Samurai

Rating: ***

Prerequisites: Lv.4 Monk, Lv.3 Knight, Lv.2 Lancer

Max. Level to Satisfy All Prerequisites: n/a

Weapons: Katana

Armature: Helmet, Armor, Robe

Samurai have high attack power (especially with the Two Hands ability) but their HP is relatively low. Their katana skills are really only effective when surrounded by enemies or party members (depending on the skill), and since the blades tend to break occasionally, having a Samurai in your party can be quite expensive.



Ninja

Rating: ***

Prerequisites: Lv.4 Thief, Lv.3 Archer, Lv.2 Geomancer

Max. Level to Satisfy All Prerequisites: n/a

Weapons: Ninja Sword, Hammer, Knife

Armature: Hat, Clothes

Ninjas are extremely fast and can throw all kinds of items, but their real power lies in the fact that they get two attacks each turn (provided you've equipped each hand with a blade). It's best to only equip them with ninja swords, however, as you won't inflict as much damage consistently with any other type of weapon. Their Abandon and Sunken State abilities make them extremely difficult to kill.



Calcuator

Rating: ***

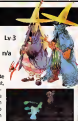
Prerequisites: Lv.4 Priest, Lv.4 Wizard, Lv.3 Time Mage, Lv.3 Oracle

Max. Level to Satisfy All Prerequisites: n/a

Weapons: Dictionary, Stick

Armature: Hat, Clothes, Robe

The Calcuator is the ultimate magician's job. Despite being painfully slow, you'll have almost all the Priest, Wizard, Time Mage, & Oracle spells you've previously learned available to cast. What's more, they take zero MP and charge time to execute! (The down side? It takes quite some time to gain enough AP to learn all of the parameter abilities you have to learn two just to start calculating spells.)



Dancer (female only)

Rating: ***

Prerequisites: Lv.4 Geomancer, Lv.4 Lancer

Max. Level to Satisfy All Prerequisites: n/a

Weapons: Cloth, Women's Bag, Knife

Armature: Hat, Clothes

The Dancer has all kinds of attacking techniques that affect every single enemy in the battle, no matter where they are. Unfortunately, they don't seem to dish out a great deal of damage to any individual enemy. The Last Dance ability, which resets all the enemy's CT to zero, is probably the most useful.



Bard (male only)

Rating: ***

Prerequisites: Lv.4 Mediator, Lv.4 Summoner

Max. Level to Satisfy All Prerequisites: n/a

Weapons: Musical Instrument

Armature: Hat, Clothes

As with the Priest & Wizard, the Bard is the white magic counterpart to the Dancer. All of his abilities cure or heal your units in a similar manner.



Mime

Rating: ***

Prerequisites: Lv.8 Squire, Lv.8 Chemist, Lv.4 Summoner, Lv.4 Mediator, Lv.4 Geomancer, Lv.4 Lancer

Max. Level to Satisfy All Prerequisites: n/a

Weapons: n/a

Armature: n/a

Mimes don't have any abilities to learn, nor can they be equipped with any sort of items. They simply mimic your other units' actions during battle. With proper timing, they can be a real asset, but by the time you satisfy all the prerequisites you probably won't even need one.



Final Fantasy Tactics



Armature



Medicine



Weapons



Bosses

Note: Boss HP & Levels may vary slightly.



Chapter 1



Chapter 2



Fort Zeakden
Albus
 Lv.10 Knight
 146 HP



Your first really tough battle is against Albus. Your units should be at least Lv.10 to stand a chance. The strategy you should use here—as with all the other boss battles—is to complete the scenario in as few turns as possible. What this means is that you should concentrate your attacks on Albus and ignore the other enemy units. Accomplishing this is a bit difficult in this situation since your units start fairly far away, and sometimes Albus will move onto the bridge where it's nearly impossible to surround him. Your best bet is to take down the Wizards first, since they have so little HP (and do so much damage) and then proceed to surround Albus. If you've developed everyone's Chemist abilities and assigned the Item action to them, you should be able to sustain most of the enemy's attacks. Don't be discouraged if the battle seems extremely hard, or if you win by an extremely slim margin. There will be plenty of opportunities to develop your units later.



Lionel Castle
Queklain
 Lv.20 Impure
 King
 369 HP

In the preceding battle, you'll have to defeat Gafgarion and some other enemy units. Ramza will be stuck behind the wall to face Gafgarion all by himself, while all of the other units are outside. There's simply no way for Ramza to beat Gafgarion all by himself, so your first priority is to open the door. If you move Ramza onto the panel adjacent to the door's switch, he'll pull it automatically. Then you can concentrate your party's attacks on Gafgarion. The battle against Queklain should be quite easy. Be sure to spread your units out as far as possible, so he'll only be able to attack one at a time. If your units are at around Lv.23, you shouldn't have any problems.





Chapter 3



Riovanes Castle Velius Lv.31 Warlock 984 HP

There are four successive battles to fight at Riovanes Castle. Make sure your units are near Lv.40, otherwise you'll have a hard time. This series of battles is probably the toughest in the game, so getting your butt kicked in the first few tries is not unusual. The first battle should give you no problems whatsoever. In the second battle, you'll have to fight Wiegraf one-on-one. There aren't many different things you can do here, so just exchange blows until he goes down. Ramza should be a Lancer at this point. Use his jump ability to attack and you should expect to just barely beat him.

Next, Wiegraf will use his zodiac stone to transform into Velius. You'll have to contend with three Archaic

Demons as well. Velius uses extremely powerful summoning spells and his sidekicks' attacks are almost as bad. He also likes to petrify your units, so be sure to equip them with the Jade Armlet accessory. To tip the odds further in your favor, set each unit with the "Auto Potion" ability and make sure you only have X-Potions in stock. This way, your units can gain 150 HP nearly each time they're attacked. You can use this technique for practically any battle as well. As before, you should ignore the Archaic Demons and focus all of your attacks on Velius. You should use units with the highest HP and attack power for this battle.

The last battle in Chapter 3 takes place on the roof of Riovanes Castle. Even though there are only three opponents, if you're not careful, it'll all be over before you know what hit you. You'll need to protect Rafa from getting killed, and unfortunately in this battle, she does some very stupid things that tend to get her killed right away. To finish the battle, all you need to do is attack either Elmdor, Celia or Lede a few times. When just one of them sustains enough damage, they'll all leave. Don't even think about attacking the Assassins, though it's a good idea to use some of your units to lure them away from Rafa and the others. It's much easier to attack Elmdor. Either way, this battle is extremely short. Your best bet is to use your fastest characters here to get a few decisive attacks in before the enemy units can do too much damage.





Chapter 4

Boss 1



Limberry Castle
Zalera
Lv.44 Angel Of Death
1151 HP

In the underground/cemetery of Limberry Castle, Marquis Elmdor will transform into Zalera. There will be five other enemy units around, but you shouldn't bother with them. By this time, your units should be around Lv.44 and you should definitely have Orlando and Worker 8 (see the "Cloud & Other Secret Characters" section) in your party. If you use units with powerful physical attacks, you should beat Zalera rather quickly.

Boss 3



Graveyard of Airships
Hashmalum
Lv.60 Regulator
1444 HP

The last series of battles in the game begins at Orbonne Monastery. Make sure to keep a game saved outside Orbonne, otherwise you'll never be able to return to the outside. You'll have to endure no less than six successive battles. Obviously, at this point you'll want to use only your strongest units. Except for the first battle, every scenario's objective is to defeat just one unit, so if you properly organize your attacks, you should be able to advance rapidly. You can complete all of the battles with some difficulty at around Lv.47. You'll encounter Hashmalum in the fifth battle. Compared to what you've had to deal with before, he's a wimp. His spells inflict massive amounts of damage, but they take so long to charge that there's usually enough time for your units to avoid them. After beating him, you'll receive the Ragnarock sword—immediately equip Orlando with this.

Final Boss



Graveyard of Airships
Altitma
1st Form: Lv.56 Holy Angel
1315 HP
2nd Form: Lv.66 Arch Angel
3177 HP

This is it! The final battle. When you face Altitma in her first form, you have to battle four Ultima Demons as well. As always, avoid the demons and go for Altitma. When she takes on her second form, all the Ultima Demons will go away; whether you've killed them or not. You should ignore Alma as well; she'll try to go around healing your units, but don't worry if she gets killed. In her second form, Altitma is much more dangerous. Her spells are con-

siderably more powerful and they don't take as much time to charge. Once again, make sure to keep your units far apart to minimize damage. If you're lucky, she'll concentrate her attacks on Alma, leaving the rest of your units free to attack. Occasionally Altitma will waste a turn doing something really dumb like physically attacking one of your units. Be sure to take advantage of this!



The Deep Dungeon!

If you just can't get enough of FFT, near the end of Chapter 4 there's a hidden location called the "Deep Dungeon." After you've completed the events at Murond Holy Place, go to Warjilis Trade City and an event will take place where the Deep Dungeon will reveal itself to you!



The Deep Dungeon consists of ten of the toughest battles you'll ever face, with a special boss at the end. Each battle takes place in a pitch-black room. The only way to see any part of the ground is to kill an enemy and wait for it to drop a crystal which will partially illuminate the area. Also, you'll have to "find" the path in each area that leads to the next one before killing all of the enemies. The only way to do this is to have your units systematically stop on each panel until you find it. Then, after you complete the battle, you'll be able to choose the next scenario in the Deep Dungeon.



Deep Dungeon Boss:
Elidibus
Lv.75 Serpentarius
2746 HP



Elidibus holds the secret 13th zodiac stone. He uses ultra-powerful Summoning spells like Midgar Swarm and Zodiac. If you manage to beat him, you'll get a Byblis to join your party, in addition to his zodiac stone.



Cloud & Other Secret Characters

In Chapter 4, you can get some exceptionally useful secret characters to join your party, including Cloud from Final Fantasy VII!

Complete the following steps. Keep in mind that these don't need to be completed in this exact order—you just need to get all the events to take place.



1. Go to Goug Machine City with Mustadio in your party. An event should occur where Besrodio finds a steel ball.
2. Go to Goland Coal City and complete the "Miners Wanted!" and "Miners Wanted! 2" jobs at the Bar. Read the new rumor, "Ghost Of Colliery" that appears afterward.
3. Go to Lesalia Imperial Capital. Another event should occur. Allow Beowulf the Temple Knight to go with you.
4. Go back to Goland Coal City. You'll have to fight through four consecutive battles. Afterward, allow both Beowulf and Reis the Holy Dragon to join your party.
5. Go back to Goug Machine City. An event will occur where the ball transforms into the Steel Giant, Worker 8. Allow it to join your party too.
6. Go to Zeltennia Castle and read the "Cursed Island, Melviska's Rumor at the Bar."
7. Go to Zarghidas Trade City. An event will occur in which you'll meet Aeris from Final Fantasy VII. Buy the flowers she tries to sell you.
8. Go back to Goug Machine City. Besrodio should find another strange machine that looks like a celestial globe.
9. Go to Melviska Temple. A battle will take place where you'll have to defeat a Steel Giant named Worker 7. Afterward, Reis will transform into a Dragoner.
10. Go back to Goug Machine City again. This time, the second machine starts working and Cloud appears. He runs away, but...
11. ...if you go back to Zarghidas Trade City after completing the battles at Igros Castle and Murond Holy Place, you'll find a bunch of thieves attacking Aeris. You'll have to fight a battle where the objective is to save Cloud. If you do so, he'll join your party!





Snowboard Kids

by Tyrone Rodriguez

Character Special Moves List



SLASH

He is your basic, all around character. His speed, corner, and trick statistics are all evenly balanced out. First time players should use Slash first.

Slash Spin	Hold down the A button, ↑ + ↑, hold ↑ and release the A button
Slash Banzai	Hold down the A button, ← + →, hold → and release the A button
Slash Dynamite	Hold down the A button, → + → + ↑, hold ← and release the A button



LINDA

A virtual opposite to Jam, she has high speed, but she can't corner as well as Slash. Linda only has a handful of special tricks.

Linda Spin	Hold down the A button, ← + →, hold → and release the A button
Linda Lexery	Hold down the A button, ← + → + ↑, hold → and release the A button
Linda Peer George	Hold down the A button, ↑ + ↑ + N + →, hold ← and release the A button



NANCY

She is your slow, maneuverable character. Her best traits are her tricks and her cornering ability. However, she lacks speed.

Nancy Spin	Hold down the A button, ← + →, hold → and release the A button
Nancy Cross	← N →
Nancy the Good	Hold down the A button, ← + → + ↑, hold → and release the A button
Nancy the Better	Hold down the A button, ↑ + N + →, hold ← and release the A button
Nancy the Best	Hold down the A button, ← + N + ↑ + ↓, hold ↓ and release the A button



TOMMY

The fastest character in the game. He's also the hardest to control. If you're going to use him, combine him with a Free Style board to give him some control.

Tommy Spin	Hold down the A button, ← + →, hold → and release the A button
Tommy Shaking	Hold down the A button, ← + → + ↑, hold → and release the A button



JAM

Jam is similar to Nancy in the trick and cornering department. His speed is slightly higher than Nancy, but he can't corner as easily.

Jam the Spin	Hold down the A button, ← + →, hold → and release the A button
Jam the Great	Hold down the A button, ← + → + ↑, hold → and release the A button
Jam the Wonderful	Hold down the A button, ↑ + ↑ + ↓, hold ↓ and release the A button
Jam the Fantastic	Hold down the A button, ← + N + ↑ + ↓, hold ↓ and release the A button



SHINOBIN

The hidden character of the game, his statistics are almost filled. The only downfall in using Shinobin is that he has his own set of boards. He can't use any of the other boards, including the special boards.

Shinobin Move 1	Hold down the A button, ← + →, hold → and release the A button
Shinobin Move 2	Hold down the A button, →, then rotate the Analog Stick 2 times, return to →, release the A button
Shinobin Move 3	Hold down the A button, ↑, then rotate the Analog Stick 2 times, return to ↑, release the A button
Shinobin Move 4	Hold down the A button, ← + N + ↑ + ↓, hold ↓, release the A button



SKILL GAMES

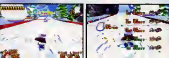
Speed Cross

Collect as many Speed Fans as possible as you head for the finish line. The more Speed Fans you collect, the more points you accumulate. Of course, you want to reach the finish line in the fastest time possible.



Shoot Cross

Shoot as many snowmen as possible. You have unlimited bullets, but you may need to take a break to refill if you shoot too much at once. There is a time limit on this course, but you are given enough time so you can go slow and shoot as many snowmen as possible.



Trick Game

Do as many tricks as possible. Point accumulations are based on tricks executed. If you do a simple board grab, you only get one point, whereas if you do a special trick, you can get 40 points. To double your score, be sure to make the rail slide at the end of the course.



How to Get the Secret Boards

BOARD

Star Board

Defeat Shinobin in the Ninja Land course. Once you defeat Shinobin, go to the Board Shop and look under the Special section. The cost of the board is 80,000 G.

BOARD

Feather Board

You need to get at least 2500 pts on the Trick Game. Once you have done so, go to the Board Shop and look under the Special section. The cost of the board is 100,000 G.

BOARD

Ice Board

You need to have purchased all of the normal (Alpine, All Around, Free Style) boards. Once you've done this, go to the Board Shop and look under the Special section. The cost of the board is 1,000 G.

COURSES



ROOKIE MOUNTAIN

This is your basic course. The only thing that might get in your way are the Flying Pans that the other characters will drop on you. To counter the Flying Pans and the other weapons, use the invisible board once you see the exclamation mark pop-up over your characters head. Another thing to keep in mind is to rapidly tap the A button right at the beginning. This will give you a jump start over the other characters. Finally, try not to do any of the special tricks on this course. The possibility of you landing successfully are slim, since the ledges on this course are not that high. Keep this in mind and you should have no problem finishing in 1st place.



1. When going around this corner, hold the Analog Stick to the bottom right until you're about to spin out, or the tip of the board is facing in the direction of the next. At that point, bring the Analog stick to its neutral point to straighten out the turn. You may have to do this more than once, depending on how soon you let go of the turn.



2. This is the 1st jump platform of this course. Try not to perform any of the special tricks here, since the ledge is not high and the chance of landing successfully is slim. Instead, try doing a 3/8 with a board grab. Hold down the A button, turn the Analog stick to either the left or right, release the A button at the jump and press any of the direction buttons while you're spinning. However, don't hold onto the board too long, or you'll eat snow.



4. Again, hold the Analog Stick to the bottom right until you're about to spin out, or the tip of the board is facing in the direction of the next. At that point, bring the Analog stick to its neutral point to straighten out the turn. You may have to do this more than once, since this curve is longer than others.



6. Again, try not to perform any special tricks off of this jump. Also, if you have the invisible board, use it right before the jump. The other characters will try and hit you with everything they have, including the Flying Pan. This way, you'll be safe until you reach the lift.

Snowboard Kids



BIG SNOWMAN

This course is much longer than the previous course, which makes things slightly difficult. The good thing is that you could perform special tricks here without any fear of crashing in the snow. The down side is that since there are only two laps, it makes it harder to catch up if you fall behind. Try to get into 1st place as soon as you can. The other characters should leave you alone for the most part until you're on your 2nd lap. At this point, drop rocks behind shops, before jumps and around corners. As for Flying Pans, use them whenever you get one. This should slow them down. Finally, if they hit you with anything, rapidly tap the A button while wiggling the analog stick to get up quicker.



▲ Once you start, you will see this course on your screen. Do not go up this road. This is where you start from when you get off the lift.

▲ Do not attempt a special trick off this road. The ledge is still too low. Just do any regular trick and wait until the next jump to do a special trick.

▲ Finally, a jump platform there is safe for a special trick. Most characters can do this area. Use the Jump button and press Left, Right, Left. If you make a mistake, grab the board by pressing any cause button; this way you'll at least get some points.



▲ The best thing to do here is to weave through the trees. If you're in 1st place, the other characters will try to shoot you from behind. By weaving through the trees, there is a chance they will hit a tree instead of you.

▲ This corner is hard to get around without hitting the wall on your left or the trees. Start from the right, close to the fence on the right. Gradually turn the Analog Stick to the bottom right until the tip of the board is facing the direction of the road. Repeat this several times and you should be OK.

▲ Again, another perfect place to pull off a special trick. The ledge is a little lower than the previous jump, but it's still high enough.

▲ Once you come to this area, stick to the right hand side of the road. Your road easily slide off the road and fall into the ditch, or another character could shoot you off the road.

▲ Do your trick right when you see the ledge head down. By now, you should have enough speed and you should be able to clear the jump.

▲ When going around this corner, go to the right and make a sharp turn to the left.

▲ The jump platform has two levels. The best way to maximize cash flow and minimize your chances of crashing is to do a regular trick off the 1st platform, land on the 2nd platform and quickly do a special trick off the 2nd platform.

▲ Do a special trick going off this ledge. Make sure there is no collision beforehand. This point is close to the finish line and the other characters will try to get you before you reach the finish line.



SUNSET ROCK

If you thought the Big Snowman course was hard, then you'll hate this course. This course has everything from roaming penguins to falling boulders. Plus there is a renegade snowman shooting snowmen at everyone. The good thing about this course is that it's a great place to make money and it has the rail slide. This is the perfect place to practice the rail slide for the trick game.



▲ Be careful when you weave around these steep, frog-shaped mountains. They could help you avoid shots at you, but you could easily run into one.

▲ These roaming penguins should pose no threat to you. They're widely scattered, so you should be OK.

▲ When going around this corner, try to stick to the left side of the road and turn to the right. This will position you for the jump ahead.

▲ This jump platform is high enough for a special trick. Just be careful of the other characters hitting you from behind.

▲ When approaching these falling boulders, stick to the left, against the wall to be safe.

▲ Again, do a special trick to cash in on more money.



▲ The rail slide may be the most difficult thing to master in this game. When you approach the rail, try to step as close to the right of the rail as possible. When you jump on the rail, slightly tap on the A button to land on the rail. However, this takes practice.

▲ Do not do a special trick here. Just by looking, you can tell that you will not make the jump.

▲ It's a little like the first rail slide. In this case, the snowman shoots at you from the left in the direction of the falling boulders. Just head to the opposite direction.

▲ This area is similar to the stone area in the Brighton range. The only difference is that there are rocks scattered around the area. Just keep your eyes open and head to the right and you should be fine.

▲ This area is similar to the stone area in the Brighton range. The only difference is that there are rocks scattered around the area. Just keep your eyes open and head to the right and you should be fine.

▲ Do a valley jump moving around a regular stick here. You're in 1st place. If you're hit by a snowman, you will be in a special here. Just avoid it. It is hard to hit any walls to escape quickly here. You have to tap the A button rapidly to break free.

▲ When you're in this valley, keep moving around a regular stick here. You're in 1st place. If you're hit by a snowman, you will be in a special here. Just avoid it. It is hard to hit any walls to escape quickly here. You have to tap the A button rapidly to break free.

▲ Do a special trick here. Just by looking, you can tell that you will not make the jump.

▲ Stick to the left, against the wall to be safe.



NIGHT HIGHWAY

As the name implies, you race through a highway at night. This course has several shortcuts, but for most of them, certain requirements must be made, mainly crash in certain points of the game. To eliminate confusion and to help you get 1st place, we listed the best way to get to the finish line in 1st. The rule of thumb here is to stick to the middle, except when you turn into the shortcut. There are several areas in which you could fall into a ditch. Also keep in mind that the other characters are a little more aggressive here.



▲ This ledge is really high. If you could execute a special trick here, you could avoid a hit to the wall.

▲ When you approach this corner, make a sharp turn to the right. Don't worry you hit the wall. You should still be in 1st.

▲ Another jump which you could pull off a special trick. Be careful of the ditch on your right.

▲ It is dangerous to go on the right in this area. Stick to the left, next to the wall.

▲ Do not do a special trick here. You will crash.

▲ Stick to the left, against the wall to be safe.



▲ Again, don't do a special trick here or you will set snow.



▲ It's safe to do a special trick here, however, be careful of the right wall.



▲ Head for the left fence and turn right while following the fence.



▲ When you perform a special trick, try to land a little to the right to avoid the ditch on the left.



▲ Stick to the right wall and head to the middle of the roof to avoid the ditch on the left.



▲ Do a regular trick here, or you will crash into the snow.



▲ Do a special trick off the 1st ledge. If you land on any of the lower ledges, do a regular trick afterwards.



GRASS VALLEY

Now for something new. Instead of snow, now you're sliding on grass. This area has several shortcuts that, if all taken, should allow you to finish in 1st. Also, there is a horse on the course that resembles a horse in another Nintendo 64 game. See if you could spot it on the course.



▲ Once you approach the fork on the road, take the right-hand path.



▲ You could execute a special trick from here, but be careful of the road. When you're on the last couple platforms, do regular jumps.



▲ That cave has several tight turns, so go around these turns by using the bottom-left and bottom-right corners of the Analog Stick to make these turns.



▲ Do a regular trick here. Also the ledge you see ahead of you is not a horse. The ledge shortcut or a speed area. It is too low.



▲ Stick to the regular trick ahead of you. It is too low.



▲ Then horse looks awfully familiar. Maybe Atlas tried to get the license to Zilla, but was only able to get the horse license. Hey, it's better than nothing!



▲ While approaching the shortcut, start from the left and cut into the right.



▲ Be careful of this jump, since it is so warning. It is a long time.



▲ Here is another or jump, but this time you will notice a little ramp, which signals a jump.



▲ Be careful of the ditches when you see a trick here. The road turns to the left once you land.



▲ Just do a regular trick here. The ledge is pretty low.



▲ This is the hardest shortcut to access. You need to go up the stop ramp and jump at the end of the things are slow ramp. You need to make among the other characters you have enough speed. The Speed fan is a regular trick to would come in handy here.



▲ It is possible to perform a special trick here, but if you jump at the end of the things are slow ramp. You need to make among the other characters you have enough speed. The Speed fan is a regular trick to would come in handy here.



DIZZY LAND

Dizzy Land is much easier than it seems. The course is pretty basic. The other characters may pose a threat to you. Use Flying Pans and Ghosts as soon as get them. The best place to either catch up or lose the other characters is in the tea cup area. The other characters always manage to hit one of the tea cups there. Just master that area and you should have no problem.



▲ Jump on this platform to collect money. Jump off the end while doing a board grab.



▲ This is a great place to do a special trick. Don't forget to grab the blue sheep wheel.



▲ Don't do a special trick here. You will crash into the ground and possibly fall into the ditch on the right.



▲ Try to stick to the left, against the wall. Follow the wall while turning to the left to exit the curve.



▲ Do not execute a special trick here. Just stick to the regular trick to ensure your victory.



▲ Once you enter the tea cup area, stick to the right against the rails. There is an opening through that area.



▲ Once you approach the shortcut, stick to the left and cut into the left once you see the fork.



▲ Again, don't do a special trick here. The ledge is too low.



▲ The best way to approach this corner is to head to the right and cut to the left once the corner turns to the left.



▲ Do not try to jump here, just slide down the ledge. There is a pit below. Wait until you see the jump platforms.



▲ Make sure you just do a board grab here. If you do any thing fancy, you will crash.



▲ It is possible to perform a special trick here, but it is not recommended. The chance of you landing successfully is low.



▲ There are several tight corners here. Make sure you reach the finish line.

▲ Do a special trick here to cash in before you reach the finish line.





QUICKSAND VALLEY

This is the most difficult course in the game. Aside from the attacks from the other characters, you have to put up with sliding roads, pits without warning, and narrow roads. Fortunately, there are several shortcuts which will help you get in 1st place. It is highly recommended that you use the Level 3 Free Style board for this course. You may lose out on speed, but you will make up for it in maneuverability.



1 Do not do a special trick here. Settle for the regular trick.



2 When approaching this wall, cut to the left, then make a right turn toward the jump platforms.



3 Execute a special trick here. Be careful not to hit the sides after you land.



4 Once you use the road, head to the right-hand path.



5 When you see the special trick here, again, take the right-hand path.



6 It is possible to create a special trick here, but don't unless you need money. You may not land properly.



7 This is one of the most difficult parts of the game. Tap the bottom-right repeatedly to make the turn. Make sure you don't spin out as you will fall into the ditch on the left.



8 Do not do a special trick here. The ledge is not high enough to pull out as you will fall into the ditch on the left.



9 Again, do not perform a special trick here.



10 When you reach this area, take the right path. If you have enough speed, you could pull off a regular trick off the ramp.



11 Slide through the wall on the right at the end of the path. It's just a sand wall.



12 Be careful when you pull off a special trick here. Don't hit the sides once you land.



13 This is the most dangerous part of the course. Since this is close to the finish line, the other characters will unleash everything they have at you, if you're in 1st place.



SILVER MOUNTAIN

Your main enemy here is the course itself. Aside from the attacks from the other characters, your vision and maneuverability is hindered from the fog and narrow roads. Most of the jump platforms are low, which keeps you from performing special tricks. As in Quicksand Valley, when you approach the finish line, the other characters will hit you with everything they have.



1 Stick to the left and follow through. Just make sure you don't hit the wall.



2 When you jump off this platform, just do a board grab, unless you are sure you can land safely.



3 Clear this jump by doing only a board grab.



4 Do a regular trick here. If you do a board grab, let go of the board as soon as you let go of the board.



5 This is the only place to successfully execute a special trick on this course. Be careful not to hit the wall on the left once you land.



6 When going off this platform, just do a regular trick. Don't do anything fancy.



7 Stick to the middle if you're in 1st place. In case you get shot, you won't fall into the ditch at the end of the wide area.



8 Again, stick to the middle. In case you get shot.



9 Do a regular trick. Once you land, cut straight to the right to avoid the fence on the left.



10 Again, just do a regular trick. Do a board grab if you can, but don't hold onto it for too long.



11 Again, just do a regular trick. Do a board grab if you can, but don't hold onto it for too long.



NINJA LAND

This is the last course of the game, and it's also the shortest. The course itself is not hard at all. The difficult part is defeating Shinobin and getting 1st place. Since you must race this course 9 times, does not help any. Whatever you do, do not underestimate Shinobin. He's extremely fast and can cut corners smoothly. The way to beat him is to use Ghosts consistently and hitting him when he's in your sights. The prize for getting 1st place is that you get to select Shinobin and you unlock the Special 1 board.



1 You could execute a special trick off this jump. Just don't hit the sides once you land.



2 Again, do a special trick off this jump.



3 Settle for a regular trick here, as you could bump up with Shinobin and not have the risk of crashing.



4 Settle for a regular trick here, as you could bump up with Shinobin and not have the risk of crashing.



5 Settle for a regular trick here, as you could bump up with Shinobin and not have the risk of crashing.



6 Settle for a regular trick here, as you could bump up with Shinobin and not have the risk of crashing.

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Mystical Ninja



by Adrian Sanchez



THE CHARACTERS

There aren't many differences in the individual characters' basic abilities, but they do sometimes vary slightly.



GOEMON

Very useful when fighting the boss characters due to range in his attack and his long range fighting ability. His attack swing hits enemies standing in front of you as well as those who come flying from above.

Weapons—Pipe, chain pipe, medal and medal of flames (activated by holding the B button down for three seconds and releasing).

Magic—Sudden Impact increases Goemon's strength, doubles his attack power and causes him to take double the regular enemy damage while activated. When using his magic power, you can perform a neat, if not useless little trick. Activate Sudden Impact and get killed by an enemy. When you come back to life, you will have yellow hair.



EBISUMARU

He controls pretty much like Goemon except he has a hit shorter range for ground attacks and a bit longer range for fighting against those enemies from above. Now, our friend Ebisumaru has a very...how shall I say, distinct way of moving about; in fact, his movements bear a striking resemblance to those of Richard Simmons. Fortunately, his flailing arms and very feminine way of skipping along do not detract from his fighting prowess.

Weapons—Saw hammer, meat saw hammer, wind up camera (hold the B button down for three seconds, then release).

Magic—Mini Ebisu causes Ebisumaru to shrink in order to fit into small areas or holes otherwise inaccessible. You can not attack in "mini" mode, so use it quickly and get back to regular size as soon as possible.



YAE

Perhaps the quickest character, Yae has the fastest draw in the game. That, and her ability to teleport to any part of the map at any time, makes her the most useful of the four heroes.

Weapons—Katana, bazooka (hold the B button for three seconds and release for a three-way shot). When using the katana, hold the B button for three seconds to activate the sword shield, if you get hit while using the sword shield, you will be able to move about freely (which you're not supposed to be able to do while the sword shield is on).

Magic—The Mermaid magic allows Yae to swim freely underwater.



SASUKE

Very quick and very small, Sasuke is not an easy target. His weapons sometimes put him at a disadvantage; the kunai lacks range and it's hard to be accurate with the firecracker bomb. His magic power doesn't just serve to get to those impossible-to-reach places, but also to use in place of the regular jump to increase your range for error.

Weapons—Kunai, kunai of seven cold and firecracker bomb. Hold the B button for three seconds when using the kunai of seven cold to get a three-way shot. Hold the B button and press the Z button to attack directly above you with a hair attack.

Magic—Flying allows you to jump higher than normal.



BEGINNING YOUR QUEST



You begin with Goemon and Ebisumaru under your control at the Goemon Tenements in Oedo town. As you follow this strategy, make sure you pay close attention to the maps. One of the most frustrating parts of this game is knowing what you have to do and where you have to go but not knowing where on the map that particular place might be.

Go to Mt. Fuji to get the Pipe from the weapon maker at the summit. From here, head to the star blocks in Oedo town and use your newly acquired chain pipe to get to Oedo Castle.

ODEO CASTLE



Climb on top of the middle platform to get Silver Key.



Advice

Guard your health closely during your first encounter with a castle. This will prepare you for the challenges that lie ahead.





1ST BOSS



Hit the red gem on his chin as quickly as possible until he starts taking deep breaths. This signifies that he is about to breathe fire on you, which means that you should run far, far away. As his head rotates, so does the flame spewing out of his mouth; run around the head while keeping the flames behind you until they cease. Now is your chance to attack again before he releases four laser beams perpendicular to each other. This time, as his head rotates, simply jump over the lasers to avoid them and attack when they die out. Repeat this until you have freed Oedo Castle from the clutches of the evil...uhh, Peach Mountain Shoguns.



Once the boss is defeated, you will gain the first miracle item, as well as the Lord's Super Pass which you may now use to get to Musashi.

Head down the tunnels to Iga on your way to the Wise Old Man's house in Shinano. You arrive just in time to see it get destroyed and to meet the first large boss.

1ST LARGE BOSS



him, then tap the B button rapidly to draw him near you. Once he is close enough, hit him with the super-punch-kick combo to knock off the most energy.

When he reaches at you with the Flame Hand, give him a right punch just before he gets to you. When he comes at you with his shields, hit him with a right punch also. When he activates his wings and zooms around, shoot the disks as they fly at you. When he launches four missiles at you, shoot them too. When he unleashes his super illusion attack, hit the illusions with a right punch as they approach you. Use the chain pipe to hook



After defeating Kashiwaga, go to Zazen town, where Yae will join your party. You'll need to go to Duck Creek and speak to Ushiwaka the Rude Guy, who sends you on a little errand. Collect three blue fish, five yellow fish and eight red fish for him and he will tell you how to defeat Benkei. When you beat Benkei, you will be rewarded with Sasuke, the fourth member of your party.

Make your way down to Turtle Stone west of the Yamato Shrine and move the stone to all four directions. South gives you a fortune doll, west gives you money, north opens the Yamato Shrine and east transfers you to Kii/Awaji Islands. Go to the Shikoku transport at the Awaji Islands and you'll be asked to help save the Blue Dragon.

You begin at the dragon's tail with your goal being his head. Make your way up by destroying all the enemies that come at you without falling off the sides (use Ebisumaru for best results). Upon arriving at the head, you will face a mini-boss. Stay as far away from him as possible when he spins around. If you remain at the furthestmost center point of the dragon, you should be safe. After he shoots three rounds of pellets, he stops spinning and leaves himself open to attack. Defeat him and you will find that the dragon is actually a boy named Koryuta who was kidnapped by the Flame Gang. For saving him, you are rewarded with Koryuta's Flute which Yae can use to fly to any location your party has been to before.



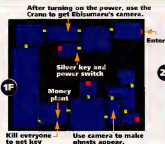
Now go to Kompira Mountain and take the stairs all the way up to the Kompira Shrine. Shoot five medals into the shrine to acquire Goemon's Medals of Flame skill. Now go back to Fokkyoke village and head to Tosa. Follow the road that leads to Iyo's coffee shop, gather information, and fly back to Zazen.

Find Ushiwaka again and he'll ask you to meet him at the Golden Temple. Once there, you must play a little sub-game that's designed to give Ebisumaru his magic power. The object of the game is to collect eight sweets without being seen in the specified period of time. Pay close attention to the large window in the front; when it starts to shake, quickly hide behind one of the objects. If you are not seen, you'll be safe to roam about until the window opens again. After successfully passing this section, you are ready to go to the Dago Hot Springs and Ghost Toy Castle.





GHOST TOY CASTLE



***Added tip:** Use money plant on altar to receive unlimited funds. Just re-enter the room, and get the plant.



Advice
 Light the torches with your "Medal of Flames" ability to venture through the castle.



2ND BOSS



Use the camera to find his weak point (the heart) and use Goemon's flame to shoot him when the heart appears. Run in a circle to avoid his jump attacks and his fireballs. Be careful not to fall in the water while running.

After your victory, it's time to head to Chokogu Region. You'll need to find two batteries for activating Sasuke. The first is in the Inaba Dune Oasis off of Izumo. For the second, you'll need to go to the Izumoni Amnesty and take a picture of the giant tree; if you do this, the battery will appear at the top of the tree. With Sasuke ready to go, you can venture into the caves of Akiyoshida in Shuhodo and destroy the cracked door with the firecracker bomb to get through to the Festival Temple Castle.

MAP OF FESTIVAL CASTLE



Advice
 Upon entering the northern side of the castle, you will encounter a series of extremely difficult jumps that lead you to the castle boss. Be wary, it takes crucial timing to make these jumps. One mistake, and Goemon will have to start from the bottom of the waterfall once again.





3RD BOSS



Run in a clockwise direction around the Sharon Robot so that the dishes she throws land right behind you. When you see two red dishes, stop, face them and hit them just before they get to you. After a few successful hits, Sharon speeds up. Use the same strategy and you should be successful. She'll get mad and start tossing the plates around like grenades. This pattern is more random than the previous two, so you'll

just have to walk carefully around the explosions until you finally see the red plates. Three hits off of this last pattern and you're done.



Now go to Kyushu to meet up with Omitsu from Oedo and watch as Kyushu is flown up to outer space! Your next task is to get to the underwater base in the Matsu Ocean. To do this you will need to undergo a series of tasks as follows:

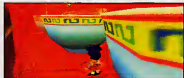
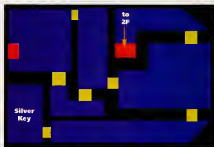
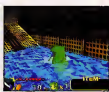
Go to Oedo for Goemon's training at the Goemon Tenements. You must throw boxes at the rising Ziggy-loolalike heads in order to keep them from reaching the top and bursting any of your balloons. This is by far the hardest task in the game, so listen up, there, tough guy. Make sure you throw one box at a time at each head. Throw the boxes in a continuous motion, even if you haven't aimed yet. There is a delay from the moment you press the button to the time he releases the box, so if you press the button that corresponds to one head, you still have time to hit the next head. Try to keep the entire motion as smooth as possible.



When you're done, you'll have Goemon's Sudden Impact magic power which is needed to get through the metal block in Musashi. First, you'll need to go back to the weapon maker in Mt. Fuji to upgrade your weapons to Level 2. Now you are ready to move that block in Musashi to get to Mt. Fear in Mutsu.

Use your newly-acquired weapons to break through the rock that blocks the back route to Mt. Fear, then talk to the Witch. Go to the Waterfall of Kegen and pass the simple training to gain Yae's Mermaid magic power. Now hit the underwater switch at the Matsu Shoreline and you are ready to raid the underwater base.

UNDERWATER BASE





2ND LARGE BOSS



Use the same type of tactics as you did for the first large boss. You might want to guard a little more in order to hold off until he submerges; the battle becomes a bit easier when underwater. He becomes more predictable and therefore easier to hook with the chain pipe.

Now go to Benkei in Zazen to find out about the final miracle item. He sends you to Kihachi at center pond. Here is where your final series of tasks begins before you embark on your trip to outer space:

Kihachi asks you to get him his favorite food, the cucumber, from the priest's son at Mt. Nyuigatake. Talk to the priest at the Golden Temple to get the key to the training room in Eizen. Take Sasuke to the training room to acquire his Flying magic power. Make sure you have at least 800 ryo before you head back to Mt. Nyuigatake. Next, purchase the "Quality Cucumber" from the priest's son and take it back to Kihachi.

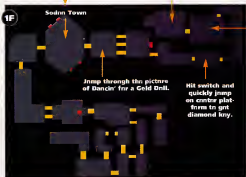
Kihachi rewards you with the final miracle item; now you're ready to go to Stone Circle. Once there, you will be transported to the Gorgeous Musical Castle in outer space.



GORGEOUS MUSICAL CASTLE

Talk to Omitsu and the old man at the restaurant to get your weapons upgraded to Level 3.

Hit red switch to make platform appear in front of door. Use Sanke to get to it with flying magic.



Use Goemon to move metal boxes

Go through the castle till you reach Soden town. Speak to Omitsu at the shop, then to the Wise Old Man at the restaurant. He will upgrade your weapons to Level 3, allowing you to break through the rigid doors leading to the final part of the castle.



3RD LARGE BOSS



Shoot the six cannons in the front, then blast the leafy things that fire the little peaches at you. Next, shoot the base of the giant ship. The center will open up, making it vulnerable to attack while it launches more little peaches at you. When it closes, the little peaches will come and attack you. You can shoot them, but it's better if you blow them up with your left punch in order to get the necessary ryo you'll need to finish this boss.

Do not—repeat—do not be frightened by this menacing giant peach. Just keep shooting at its center and it will eventually blow up.

Final Boss Strategy

Dancin' may sound like a silly name for a final character, but if you are not careful, Dancin' will teach you a notable lesson. Attack cautiously with Goemon's chain pipe to set up for a devastating combo, watching the movements and pattern-like formations to understand when not to attack. Constant shots to counter hurled fruits, and well-timed right fists should help you defeat Dancin' without trouble. Do this, and you'll be treated to the wackiest ending ever seen in any video game, cartoon, comic, anime or movie...ever. Really.



BACK ISSUES

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July - Street Fighter Alpha 2: Resident Evil, Super Mario RPG, Kirby's Block Ball, Guardian Heroes

August - Street Fighter Alpha 2, Marx TT, Metal Slug: Soul Edge, Sonic the Fighters, Area 51, X-Perts, Golden Axe: The Duel, International Track & Field—Plus FREE Soul Edge Pinup

September **SOLD OUT!** Virtual On: Tokyo Highway Battle, Shining Wisdom, Over Top, Super Dodge Ball, Time Killers

October - Nights, Tekken 2, Super Mario 64 (part 1)

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

—1997—

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1 The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April - Turbo: Dinosaur Hunter (part 1), Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turbo: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June - Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July - Tekken 3: Super GT, Broken Heels, War Gods—Plus FREE Kenji Hosokawa War Gods Pinup

August - House of the Dead: Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

September - Final Fantasy VII: Dark Rift, Parappa the Rapper, Maximum Force

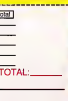
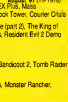
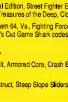
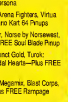
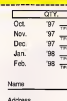
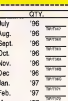
October - Castleania Symphony of the Night, Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddysey, Ghost in the Shell, Tekken 3 (part 1), ID: Intelligent Cubes—Plus FREE removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

November - Fighting Force: Resident Evil 2 Trial Edition, Street Fighter EX Plus, Mass Destruction, Clay Fighter 63½, Bushido Blade, Colony Wars, Last Bronx, Treasures of the Deep, Clock Tower, Courier Crisis
December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

—1998—

January - Mortal Kombat 4: Cool Boarders 2, Cuskie, Aerofighters Assault, Armored Core, Crash Bandicoot 2, Tomb Raider II (part 1), Bomberman 64, Star Wars: Masters of Teräs Käse

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup



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COOL ZONE

Welcome to the Cool Zone... the place to check out all of the wildest, wackiest, flat-out coolest gadgets this side of heaven! This month, we've got so many neat goodies, we almost don't know where to begin! Enjoy...



How many feet of Resident Evil 2 police tape does it take to make Tyrone believe? We're not sure, but we'd guess around thirty or forty.



Okey... for this one, a little explaining is in order. You see, Capcom melted us several rolls of bright yellow "police tape" as a Resident Evil 2 promotional gimmick. One day, Tyrone was acting all nutty and stuff (ah, that's new), so the T&T staff cornered him and wrapped him up tight! That oughta teach him not to hit people with a light saber!



WHEEE!



NINTENDO'S MONSTER STRATEGY

Nintendo's Space World show in Japan last November may have had plenty of games on display, but the thing that really got everyone's attention was the Big N's strategy to regain lost market-share in Japan. Even though much of the focus was on new add-ons for the Game Boy and Nintendo 64 systems, it was obvious that all roads now lead to the same thing: Pocket Monsters.

64DD OR BUST?

At the show, Nintendo president Hiroshi Yamauchi laid out plans for the company's much-delayed, but supposedly on-the-way soon 64DD device for the N64 (for a transcript of Yamauchi's Space World address, see page 70). Heavy amounts of R&D have been allocated to creating games which take full advantage of the add-on's read/write storage capabilities. To make their peripheral truly successful, Nintendo is betting the farm on

Pocket Monsters. The animated show is huge in Japan, with over a million viewers each week, and Nintendo plans to exploit it to the fullest with the 64DD. To coincide with the Japan launch of the add-on in July of this year, Nintendo will release *Pikachu* (star of *Pocket Monsters*) and *Pocket Monsters Stadium*, both on 64DD. Other titles include *Earthbound 2*, *Sim City* and three creative programs (see right). The 64DD is also able to share data with the Game Boy. This will enable *Pocket Monsters* players to take their monsters on the road, then visit friends to engage in battle on their N64s. The 64DD is indeed coming to the U.S., but don't expect it until 1999, at the earliest.

POCKET CAMERA

The Game Boy Pocket Camera plugs into the Game Boy's cartridge slot and lets you take pictures using the screen as a viewfinder. Photos can be digi-

tized, then edited in a va-

riety of programs. One piece of software even lets players become a "DJ" on-screen! The camera was released in Japan in February for \$50.

A future U.S. release is a distinct possibility.



The Pocket Printer connects to the Game Boy with a cable. Even though the resolution is low, and it only prints black and white, it's still a very neat peripheral. You can even print stickers!



These flannel PlayStation boxer shorts are nice and comfy, perfect for that late night game fast.



The Duke Nukem action figure by ReSaurus is "menly", just like it should be. The figure has muscles on top of muscles and comes complete with an assortment of butt-kicking weapons. Here, we see Duke admiring his work—he just "stabbed" one of those gloopy, stick-to-the-wall space alien things!

There are three pieces of creative software perfectly-suited for use with the 64DD and the new mouse device: Talent Maker, Picture Maker, and Polygon Maker (Polygon Maker shown).



Bandai's tiny Pocket Monster figures (based on the popular Nintendo license) are really charming. They come packaged in faux "Game Boy" boxes. Each figure comes with a trading card—complete with character stats—and a packet of tasty puffed candy!





▲ Todd McFarlane's Spawn is huge in America, but it has also enjoyed a bit of a cult following in Japan. To fulfill the growing need for "Manga"-style Spawn merchandising, McFarlane Toys has produced a series of Killer Manga Spawn action figures, which are available here in the U.S. These things have quality written all over 'em. In fact, collector response has been so positive, there's already a second series in the works. Look for Series 2 sometime this April.



◀ Chris bought these two-inch Mortal Kombat figures from a street vendor on Olvera Street in Los Angeles. They're good for a laugh. When is somebody gonna produce some serious MK action figures?

This smart-looking Nintendo 64 watch comes in an aluminum storage case. Now you can tell when it's time to play Yoshi's Story! Actually, if you're like us, any time's a good time to play Yoshi's Story!



◀ This is, by far, the coolest "freakin'" toy we've seen in weeks. This three-inch, super-deformed Virtual On toy by Sega actually comes with its own little Saturn system! The Saturn hooks onto the figure's back, and the lid opens up to reveal a tiny game CD! Holy crap—who says great things don't come in small packages?

Our hopes and dreams were at last fulfilled back in December when Toy Biz released its incredible collection of eight-inch Marvel Comics action figures. Fact is, Jim is so nutty about these things, he went out and bought three complete sets (what a wacko, huh?). Series Number 2—Famous First Appearances—is scheduled to go on sale sometime this March or April at a suggested retail price of a mere \$19.95 a pop. This second Mega-inspired assortment consists of (from left to right) Captain America, Thor, Dark Phoenix, and Doctor Doom. Next month, we'll bring you a look at Series Number 3, which could very well be the finest set to date; Daredevil, Black Widow, Mister Sinister and The Falcon are included!



TOY BIZ

This Godzilla egg toy is pretty cool. Wind it up, set it on the counter, and watch it "hatch" a miniature version of the "King of Monsters"—the egg pops open and Brr! Godzilla shuffles right on out! Neat!



▲ Acclaim's Turok and Exrema 6 remix CDs really pump. If you're into house or techno music, you may want to seek them out: some of the tracks are as solid, if not better than some of what's being played on the radio these days.



▶ Tiger's electronic Grip Games are designed for one-handed game-play operation. They feature a thumb-controlled four-way directional button and jet-style trigger. There are plenty of nifty Grip Games to choose from, including Twisted Metal, Duke Nukem, Man in Black and Warhawk.

The air sickness bag sent to us by Pyggnosis

(a promotional item for its mega-intense PlayStation game, Colony Wars) came in very handy recently. Our friend (and fellow co-worker) Eric used the barf sack to bail out his Burger King after checking out the latest issue of a competing videogame tip magazine.





SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 82 and 83? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "Tix & Tacos Pick" is given to those select few games that are highly recommended by the T&T staff after they've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



TEKKEN 3

Namco • 3rd Quarter 1998 • 1-2 Players

You played the hell out of it in arcades and soon, you'll be able to pull the very same high-flying attacks and counters from the arcade game right in the comfort of your own living room. Namco hits us hard with the official word on their upcoming PlayStation conversion of Tekken 3. Forget all the rumors you've heard; Tekken 3 does not require any sort of chip installation or add-on to existing PlayStation hardware. Engineers at Namco have pulled off a near-miracle without sacrificing much of what made the quarter-muncher so hypnotizing: all 18 fighters are slated to make the trip home. Inside sources tell us that gameplay is identical, combo for combo. There's little doubt that the PlayStation is being pushed to its breaking point with this one. As you read this, the date draws ever closer for the Japanese release. A U.S. release has yet to be nailed down, but it is official: We will see Tekken 3 in '98. Each of the first two Tekken games were released in the Spring in Japan, then in the U.S. in the fall, and we suspect Namco will continue the tradition with T3. You'd better believe we'll do you in every step of the way as more details surface.

Gun Jack and the rest of the Tekken 3 crew make the tremendous leap home.



While Namco has yet to release a playable version of the game as of press time, the screen shots they have provided us with are tantalizing, indeed.



There were very few compromises made in porting the game over to the PlayStation. While making comparisons between these shots and ones from the coin-op version, we noticed that—with the exception of some slight modifications to background graphics (they are definitely less complex)—things look mighty nice.



HOUSE OF THE DEAD

Sega • March 1998 • 1-2 Players

House of the Dead had quite the hot streak last year. Taking top hon-ors at many arcades across the country, the game relentlessly attacked Top Ten charts with its monstrous gameplay and quasi-linear pathways. Although gameplay and graphics for the Saturn conversion are nearly finished, members from both AM1 and AM2 programming teams have been called in to help come up with solutions to some very serious problems. Apparently, since the coin-op is a third-generation Model 2 game, re-creating the stunning polygonal environments and their inhabitants—and getting it all to load properly is a much bigger task than originally anticipated. Conversion teams are having one hell of a time keeping loading times to a minimum. The seamless level design which made the arcade version so fast-paced is the Saturn's bane. Sega of Japan is agonizing over whether or not to modify gameplay or find a way around the slow-loading CD drive. While we hope that gameplay will remain true to the arcade original, it's difficult to say whether we'll be playing the identical floor plans found in the coin-op. If Last Bronx is any indication of what the

Saturn can do, then we could end up with a great home version. If not, we're sure Tyrone will call Sega and scream bloody murder.



How about coming face-to-really-ugly-face with one of Dr. Curlien's grotesque creatures? That'll wake you up real fast! Just pray your aim is good.



NEED FOR SPEED III

Electronic Arts • March 1998 • 1-2 Players



Need for Speed is back, and this time, it's unfreaking-believable! After last year's less-than-perfect sequel, Need for Speed II, many fans of the original felt a bit disappointed. And while V-Rally was a perfectly fine game in its own

right, it never had any real ties to the NFS franchise (the game was developed by Infogrames, after which EA applied their Need For Speed logo). Now, the good news! Much of what made the first game so riveting has been resurrected for NFS III; most notably, slick graphics, detail-oriented courses, and lots of high-speed pursuits. First, the graphics: They are an absolute step up from the choppy, half-baked ones in part two. The frame rate has also been improved, back to the level it should be for a first-rate driving game. Real time light-sourcing is hard at work, too. As in V-Rally, NFS III fits cars with working headlights for night driving. For particularly dark stretches of pavement, a car's high beams can be kicked on to improve visibility. With regard to gameplay, there are ten tracks, eight brand new licensed exotics, intensified AI, and a 2-Player, split-screen option. That's not all; traffic can once again be toggled on or off in the options menu (something lacking in NFS II). What really got our attention, though, is the game's spectacular new "Pursuit" mode, which lets players go head-to-head with the police. Run-ins with the cops are nothing short of adrenaline-pumped. If you're a lead foot (and hey, who's not, these days?), law enforcement will attempt to force you off of the highway, sirens wailing, red and blue lights flashing (the lights look excellent, by the way). The cops even use their P.A. systems during pursuits to spout off a multitude of static-laden commands like "This is the police, pull the vehicle over... now!" (the voice acting is so deadily authentic, it's almost frightening). The authorities will even set up entire road blocks in an effort to nail players. What else can we proudly say at this point? It's only 40% complete, yet NFS III is already so hot, it almost melted one of our PlayStationers here at the office! Watch for it!



A-C When you're moving at 165 M.P.H. and see red and blue lights flashing up ahead, you just know it's gonna be one of those nights! Do we smell becon?



D If you don't do as the nice man says, he'll try to force you off the road. And if he calls for backup, multiple patrol cars will eventually join in on the action and attempt to "box in" your vehicle to slow it down. Pretty darn realistic!





THE LEGEND OF ZELDA: THE OCARINA OF TIME

Nintendo • 2nd Quarter 1998 • 1 Player



The scenery will take your breath away. Mr. Miyamoto has vowed to deliver the most epic Zelda adventure of all time.

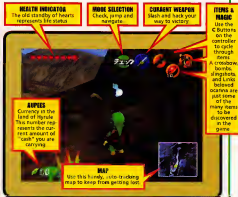
can't stop thinking about it. The land of Hyrule is rendered so beautifully and so intricately, it practically gave us chills as we played. A few examples of the immeasurable ingenuity behind this epic adventure include huge bases, deserted villages, the ability to ride on horseback and time travel. Of these, the most intriguing aspect is—without question—traveling through time. To complete certain tasks, Link must move back and forth through time. Much more advanced than the time traveling feature found in *Zelda*, *A Link to the Past* (for the Super NES), this

When this game finally hits store shelves later this year, it will move Nintendo 64 systems like no other game has since *Super Mario 64*. *Zelda 64* was partially playable at Nintendo's Space World trade show back in November, and we



A cylinder of bright light envelopes our hero as he transports to a new area.

The Screen & What it Means:



Saddle up and venture into unexplored territory. The horse's energy is represented on-screen in "carrots." You must also smack the horse's backside to increase speed.



Here, Link comes face-to-face with a spider-type enemy. Once the creature is targeted, Link takes out his bow and arrow, aims, and BOOM—instant spider goo!



In this series of screen shots, Link and his sidekick fairy, Navie (whatever happened to Sprite?) come to a deep, dark pit. The pair then leap into the unknown!



In his quest to locate the hidden Triforce, Link will face many dangerous foes. Here, we see Link confronted by an evil, metallic horseman. Should Link run or fight?

SIM CITY

Nintendo • 1st Quarter 1995 • 1 Player

The Sim City franchise has long been a staple in the PC community. An advanced version of the game—Sim City 2000—was ported over to both PlayStation and Saturn consoles back in late 1995; now N64 owners finally get their shot at controlling life in the big city. Sim City for the Nintendo 64 is by no means a simplified, watered-down version of the game, either, in order to maintain a thriving community, you'll need to keep tabs on volumes of information. Build and run your very own metropolis while controlling crime and pollution—all in an effort to protect teeming citizens from certain disaster. As one might expect from the N64, the graphics are much advanced over previous incarnations of the game, too. Players are able to closely monitor their progress by doing "walk-throughs" of entire areas in glorious 3-D. Very cool!

Dive into 3-D mode and get a closer look at day-to-day goings-on.



A: Need to expand roads? First select a connecting point.
B: Next, pave away, one portion at a time.
C: Before you know it, your city will be bustling!



SHINING FORCE III

Sega • 1st Quarter 1995 • 1 Player



UPDATE!

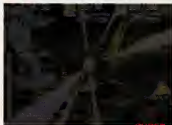
Sega's in-house developers have quite a deck of cards in the form of their upcoming hits. The way we see it, Saturn support may be extremely slim these days, but the number of great first-party Sega titles coming our way is enormous. Burning Rangers, House of the Dead, Penzer, Sega and Shining Force III are all great third-generation pieces of software. Shining Force III is a revolutionary step for the series. Overworld characters were done in Softimage, the same software used to create the characters featured in Shining Wisdom. During battles, the game goes almost seamlessly from map mode directly to cinematic-style battle. Check it out; you'll be glad you did!

Now that's internal!



XENOGears

Square • Possible in 1995 • 1 Player



Battles are filled to capacity with intense fighting effects. Hey, wait a minute... what in the-? My eyes! My EYE-EYES!

UPDATE!

Square's most anticipated title since Final Fantasy VII looks to be another masterpiece. Xenogears features 3-D rendered characters moving through polygonal environments. This allows players to choose their own viewing angle by moving the entire map on a 360° axis. Battle scenes are divided into two separate systems; gear battles are represented in 3-D, while character battles are two-dimensional. This is the first time that Square has used traditional "cel" animation to extensively; the designers have high hopes that Xenogears will be viewed as a significant departure from previous efforts. Expect another cast of cool characters like Fei, the reluctant hero who's pushed into the quest after a mysterious vision. (Sound a bit like Cloud?) There's been a lot of talk about this one coming to the U.S., so keep your fingers crossed!



There are literally hundreds of characters to interact with in Xenogears.



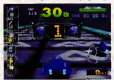


F-ZERO X

UPDATE!

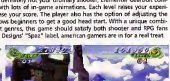
Nintendo • 2nd Quarter 1998 • 1-4 Players

Shown as one of the initial N64 games at ShoWest a couple of years back, F-Zero X has been a long time in coming. It's been re-worked several times; in fact, the game at one point in time ended up as WaveRace 64. F-Zero X as a final product holds promise, though. These screen shots just don't do the game justice—you'll have to watch it in motion to see where all the development time was spent. The speed and animation quality are a sight to behold. Even when jam-packed with tons of vehicles, there is no sign of slow-down or polygon drop-out. Level designs are dazzling with more loops than an Iraq fighter pilot could handle.



ELEMENTAL GEARBOIT

Working Designs • 1st Quarter 1998 • 1-2 Players



Need more games for your Guncon? Look no further than Elemental Gearboit—it's the very first non-Namco title made specifically for the Guncon. Soar across beautiful Panzer Dragon-style environments while blasting a huge assortment of flying critters and dragons. Find power-ups and scroll through an array of weapons from an ever-increasing arsenal. Nope, this is definitely not your ordinary shooter. Elemental Gearboit combines an RPG storyline with lots of in-game animations. Each level raises your experience points as you increase your score. The player also has the option of adjusting the scoring system which allows beginners to get a good head start. With a unique combination of many different genres, the game should satisfy both shooter and RPG fans alike. Thanks to Working Designs' "Spec" label, American gamers are in for a real treat.

Once an enemy moves into firing range,
it becomes highlighted for easy targeting.



SOKAIGI

Square • 1st Quarter 1998 • 1 Player

Sokaigi looks to be another visual masterpiece from Square. The story revolves around Hifumi, a normal high-school girl who gets sucked into a grand mission to save Japan. In December of 1997, the country is ripped apart as Mt. Fuji erupts from its deep slumber. Strange supernatural forces permeate the land with mutated beasts and flying creatures. Play as Hifumi and watch her slowly mature as she learns to use spells and special attacks. Do well and become the hero of the land. Tremendous graphics and cool real-time action has got us waiting on the edge of our seats, hoping for a U.S. release.



Make no mistake about it: Hifumi is not just another Lame Craft clone! Sure, she looks good, but men, does she got de moves!

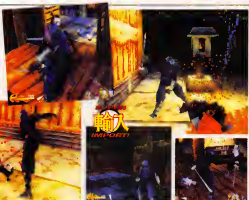


TENCHU

Sony Music Ent. • 1st Quarter 1998 • 1-2 players

Even though Tenchu comes to us courtesy of Sony Music Entertainment, don't expect any cute Perappa stuff here. The game looks deceptively like Bushido Blade but plays more like Metal Gear Solid. Using the stealth and precision of a ninja, you assault your enemies ambush-style. Some neat features include being able to switch to a first-person Doom-style perspective in order to throw shunkens at far away opponents. There's also a hookshot cable that allows you to reel yourself up to roof tops. Tenchu also boasts impressive enemy AI: If you're careless, bad guys will detect your shadow and target you for death. If and when this game is released here in the U.S., it will be an absolute must-have for anyone who's ever dreamed of sneaking around in the dark dressed as a ninja.

Tenchu is rendered in gruesome 3-D and comes complete with a huge assortment of bloody attack moves like this one.



TAMAGOTCHI WORLD

Nintendo • 3rd Quarter 1997 • 1-4 players

A perfect game to play at parties, Tamagotchi World is set up as a board game for up to four players. The game takes place in a huge Tamagotchi House where all the creatures live. Choose your pet and see who can raise the best one by scoring the most points. With your Tamagotchis waddle from marker to marker as it travels around the board. There are also ten incredibly wacky mini-games to be enjoyed:

"disting" and "tudi-throwing" contests to name just two! Each Tamagotchi changes its appearance as the game progresses, and whichever player raises his or her pet to the highest maturity level is the winner. Tamagotchi World is perfect for Tamagotchi owners wishing to step up to the next level, gameplay-wise. After all, let's face it—the "look left, look right" thing only goes so far!



The result of a players' move is displayed in this window at the top of the screen.



BUST A MOVE: DANCE AND RHYTHM ACTION

Erica • 2nd Quarter • 1-2 Players



You can really show off your moves in 2-Player mode!



Will break-dancing make a comeback like disco did? We have no idea, but this new PlayStation effort is essentially a collection of dance moves, some of which we thought we'd never see again in preparation for putting this game together. The developers behind Bust A Move studied hundreds of dance videos. Focusing on simplicity, the game plays much like Perappa, in that players must properly time button presses to the rhythm of music. Correct button presses result in on-screen characters "dancing" like lunatics. Most interesting is the option to tear it up against a buddy in simultaneous, 2-Player mode. Not only can players bust out serious "dance combos", they can also disrupt an opponent's combo and take away their points. Bust A Move went on sale in Japan in January, but since it's one of those special off-beat games defying any sort of genre classification, we'll have to sit tight and hope for an American release.



This funky duo is just one of nearly a dozen selectable characters.

輸入
輸入
輸入

Bust A Move


1080°

Nintendo • 1st Quarter 1998 • 1-2 Players

The popularity of snowboarding is at an all-time high. You want proof? How about three soon-to-be released shred fests? 1080° is the third snowboarding game to see the light of day on the Nintendo 64, the first and second being Snowboard Kids and Twisted Edge, developed by Atlas and Boss Game Studios, respectively. Nintendo hopes to cash in on the snowboarding craze and they're definitely in the running. Grind together tight control, high speed runs, beautiful settings, realistic polygon modeling, and true-to-life board physics, and the result is impressive. Here's to a great season of video game snowboarding!



The 2-Player, split-screen mode is kickin'!


SHRED THE RAD!

Catch some big air while you pull some wicked moves. Don't let the stoolies bring you down!

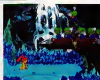

SILHOUETTE MIRAGE

Publisher T.E.A. • Possible in 1998 • 1-2 Players



Silhouette Mirage has all the makings of a fine Treasure game: Bright, cutesy graphics, tight control and loads of power-ups.

輸入
IMPORT



After nearly ten years of 2-D action platform games, the genre's once-ubiquitous presence in the video game world has been reduced to mere drops in the bucket. Legendary developer Treasure has once again managed to breathe new life into the genre. Silhouette Mirage is based on a strange left/right style of gameplay.

Your character attacks differently depending on which direction he's facing. Standing in one direction, you use silhouette-type attacks and a silhouette-type blocking/reflecting maneuver. Facing the other direction, all your moves are of a 'Mirage' type. Every enemy and projectile in the game is of a 'Mirage' type, 'Silhouette' (blue), or 'Normal' (green) type. For example, Mirage type enemies shoot out the same type projectiles, which can only be reflected if you're facing the proper side. Additionally, each character, including yourself, has two energy meters: Physical energy (like HP) & Spirit energy (attack power). Taking damage from enemies (or attacking them) will deplete one or the other meters, again depending on which side you face. You can switch sides without having to turn around, but not without rapidly depleting your Spirit energy. A wide variety of hold attacks are also at your disposal. There's a good deal of gameplay subtlety, making Silhouette Mirage almost mind-blowingly sophisticated. While the game has been available for several months in Japan, the prospect of a US release is quite dismal.


WILD CHOPPERS

Sega • 2nd Quarter 1998 • 1 Player

This new helicopter sim will be the first N64 game to use both direction controls at once. Your left hand works the D-Pad while your right hand works the analog stick. Choose between 6 different types of anti-terrorist choppers to tackle mission-based levels. There are seven levels in normal mode that you must clear in order to see the real identity of your enemy. However, if you play in expert mode, you will be able to gain access to the eighth and final level, the UFO boss. There are other features that allow you to adjust the game to your play level, for example, decoy dummies can be used by novices to confuse enemies. This could very well be the best helicopter sim on any system.



Find power-ups throughout each level and rock your enemy's world!

輸入
IMPORT



RASCAL

PlayStation • March 1998 • 1 Player

Posed to hit store shelves any minute, Rascal is a serious collaborative effort. Rascal, the misbehaving man character in the game, was custom-created by Henson's Creature Workshop in London. Travelers Tales—highly-regarded for its work on such greats as Mickey Mouse, Toy Story and Sonic A—took the character and developed an entire 3-D game around

him. Besides containing six individual zones, the game also features an altering space/time continuum. For example, the pirate ship "of the past" is a functional vessel caught in the middle of fierce battle, while the very same ship "of the present" is a sunken wreck at the bottom of the sea. Shift to the future and the ship is half-buried in the desert. Innovative and fun!



ASTRONOKA

Publisher T.E.A. • Possible in 1998 • 1 Player

Test your green thumb with Astronoka, a crazy new farming sim developed by Enix. The name translates to "Space Agriculture". Controlling a space alien, your job is to tend to a large garden. Plant lots of strange vegetables like dancing peas and glowing carrots, then set traps to keep nocturnal predators from eating your hard-earned crops. With strong enemy

intelligence, the player must use clever strategy when positioning traps. When a trap is triggered by a hungry enemy, the results are often humorous and should keep players laughing for a long time. The aim? Why, to be the best gardener in the whole universe, of course! We're rooting for this game to make it's way to these shores, but only time will tell...



CONKER'S QUEST

Rare • March 1998 • 1 Player

Don't let the childish exterior of this game mislead you. Conker's Quest has real depth. A 60-70% version of the game was shown back in November at Nintendo of Japan's Space World show (an annual event formerly known as Shoshinkai), and it's coming right along. Control the game as one of two separate characters. Select Conker the squirrel or go berserk as his chubby little pal, Bern the

chipmunk. Four massive 3-D worlds containing over a hundred items are yours for the taking, conker-ing bory. The game's artificial intelligence is so sophisticated that characters actually become "aware" of changes in their environment. Rare has also outfitted each controllable character with several different "looks." Conker and Bern wear everything from cowboy hats to mining gear.



AERO GAUGE

Atari • March 1998 • 1-2 Players

Aero took one part F-Zero, one part Wipeout XL, mixed vigorously with a dash of Hyper Zone (remember that one?) and came up with Aero Gauge. Choose your vehicle, then hover, slide and fly through all sorts of different terrain. Races are like nothing you've experienced before. The sensation of speed and freedom of movement might have you reeling for

an air sickness bag (some of the 787 staff members had to take time out in order to regain their composure). Locales range from the surreal to stunning, and some of the water effects in the game actually rival those seen in Wave Race 64. Advanced courses in Aero Gauge come equipped with an even larger assortment of wicked special effects. Nice game!



PIKACHU

Nintendo • Possible in 1998 • 1 Player

Pikachu of Pocket Monster fame now has his own game. Interact with Pikachu using Nintendo's new Handset microphone controller. This is the first game where players are actually able to speak directly to their virtual pet! Pikachu reacts to a huge menu of commands; shout out an order and watch him get sad, happy or even angry, depending on his "mood." Use the

regular N64 controller to toss the ball and play catch, or better yet, don't do anything and just watch Pikachu go about his daily routine. Nintendo has officially announced plans for Pikachu and a host of other Pocket Monster-related games to be released in the U.S. later this year. An absolute must for anyone who wants to experience the future of virtual petting!



CRITICAL BLOW

Publisher T.E.A. • Possible in 1998 • 1-2 Players

Ranpresto (of Gundam fame) takes a stab at the 3-D fighting genre with its own Critical Blow. Imagine the visual style of THQ's Vc, combined with the type of attacks and super moves displayed in the Street Fighter series and you'll have a good idea of what the designers of Critical Blow are attempting to pull off. At press time, the game is still at a very

early stage in its development, but Critical Blow should warrant further investigation by hardcore 3-D fighting game fanatics in the coming months. The game's backgrounds are quite diverse and the majority of characters are unique in design. Special attacks—which can be performed once a player has charged his "Ki"—are also pretty dynamic.





CYBERBOTS

Capcom • Possible 1998 • 1-2 players

With the fate of the U.S. Saturn version of Cyberbots still hanging in the balance (it's been complete for over a year), Capcom recently began coding Cyberbots for PlayStation. This mech fighter takes the Capcom fighting game formula we hold in such high regard, and gives it a bit of a futuristic edge. Choose your pilot and your mech, then it's on to huge

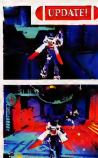
over-sized battles. While the final conversion has yet to be seen as of press time, a faithful reproduction is expected. The real question is this: Will it live up to the excellent Saturn version? Given Capcom's track record with porting killer fighting games to the Sony machine, this is a valid question. Keep your finger crossed...



BURNING RANGERS

Sega • June 1997 • 1 Player

Sega has decided to push back the release of Burning Rangers. This extension buys Yuji Naka and his development team additional time to fine-tune the game to an even higher degree of greatness. We couldn't resist showing you a few more screen shots of this funistic fire-fighting title. Be patient Saturn fans; you'll be seeing it soon enough!



REBOOT

Electronic Arts • March 1997 • 1 Player

Reboot fans hoping for a "Grade-A" video game representation of the show can rest easy, the latest revision sent to us by EA is awesome! There are 18 3-D levels which allow total freedom of movement throughout seven sectors of Mainframe. Control is swift, even at this early stage, and the development team in Canada has informed us that tweaking control

to perfection is their top priority. Control Bob by using his trusty zap-board. The story: Megabyte has ordered his viral army to stop Bob from mending "Teens"—destructive balls of energy that detonate if left unmerged. If Bob fails, the Tears will eventually take control of Mainframe. This is good stuff, people; expect a Reboot strategy guide soon!



New Namco Fighting Game



New Namco Fighting Game



Virtual On 2



Bushido Blade 2



Tekken 3



NHL Breakaway '98



Marvel Vs. Capcom



Marvel Vs. Capcom



Earthbound 2



Newman/Haas Racing



NBA Courtside



Pocket Monsters Stadium



Road Rash 3-D



Mario RPG 2

GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 MARCH

- 1 Banjo-Kazooie Nintendo
- 2 Conker's Quest Nintendo
- 3 MLB Featuring Ken Griffey, Jr. Nintendo
- 4 Mystical Ninja Starring Geomon Konami
- 5 Twisted Edge Snowboarding Midway
- 6 Quake Midway

APRIL

- 1 Forsaken Acclaim
- 2 G.A.S.P!! Konami
- 3 San Francisco Rush: The Rock Midway
- 4 Mortal Kombat 4 Midway
- 5 Silicon Valley T.B.A.
- 6 Space Circus T.B.A.
- 7 Ultra Lode Runner T.B.A.
- 8 Unreal GT Interactive
- 9 WWF Warzone Acclaim

MAY

- 10 Mission: Impossible Ocean
- 11 Quest 64 THQ

1st QUARTER

- 12 All-Star Baseball '98 Acclaim
- 13 Bio FREAKS Midway
- 14 Body Harvest Nintendo
- 15 Dual Heroes Hudson
- 16 Earthworm Jim 3 Interplay
- 17 F-Zero X Nintendo
- 18 Gex II: Enter the Gecko Midway
- 19 Last Legion UK Hudson
- 20 Off Road Challenge Midway
- 21 Rev Limit Sega
- 22 Sumo 64 T.B.A.
- 23 Tonic Trouble Ubi Soft

2nd QUARTER

- 24 Blitz Midway
- 25 Wetrix Ocean
- 26 Wild Choppers Sega

3rd QUARTER

- 27 Andreotti Racing Nintendo
- 28 Dragon Storm NEM Interactive
- 29 Dracula 3-D Konami

- 30 Freak Boy Virgin
- 31 Hybrid Heaven Konami
- 32 Knife Edge T.B.A.
- 33 Lego Racers T.B.A.
- 34 Looney Tunes Ocean
- 35 Madden '99 Electronic Arts
- 36 Nascar Racing Electronic Arts
- 37 Need For Speed Electronic Arts
- 38 Return Fire II M&M Interactive
- 39 Superman 64 Titus
- 40 Turok 2 Acclaim
- 41 Virtual Chess II Titus
- 42 Zelda: The Ocarina of Time Nintendo

4th QUARTER

- 43 Earthbound 2 (64DD) Nintendo
- 44 Pikachu (64DD) Nintendo
- 45 Pocket Monsters Stadium (64DD) Nintendo
- 46 Sim City (64DD) Nintendo
- 47 Super Mario 64 2 Nintendo

POSSIBLE IN '98

- 48 Tamagotchi World Nintendo

PLAYSTATION MARCH

- 1 Blasto Sony CE
- 2 C Konami
- 3 Diablo Electronic Arts
- 4 Hardball 6 Accolade
- 5 Jack Nicklaus Golf Accolade
- 6 Klonoa Namco
- 7 Mega Man Neo Capcom
- 8 Mortal Kombat 4 Midway
- 9 NBA Shootout 98 Sony CE
- 10 Need For Speed 3 Electronic Arts
- 11 Newman/Haas Racing Pygnosis
- 12 Rascal Pygnosis
- 13 Road Rash 3-D Electronic Arts
- 14 Running Wild Universal Int.
- 15 Sentinel 2 Pygnosis
- 16 TNN Motorsports Hardware 2 ASC Games
- 17 Vigilante 8 Activision
- 18 Wreckin' Crew Sir Tech
- 19 WWF Warzone Acclaim

APRIL

- 10 Batman & Robin Acclaim
- 11 Point Blank Namco

1st QUARTER

- 12 Alien Resurrection Fox Interactive
- 13 Alien Vs. Predator Fox Interactive
- 14 Bass Masters Classic: TE THQ
- 15 Battleship Radar Interactive
- 16 Bio FREAKS Midway
- 17 Bomberman World T.B.A.
- 18 Boxing Electronic Arts
- 19 Crime Killer Interplay
- 20 Einhander Sony CE
- 21 Elixir Pygnosis
- 22 Exodus Sony CE
- 23 Fighter's Impact T.B.A.
- 24 Freak Boy Virgin
- 25 Kowloon's Gate Sony CE
- 26 Lucky Luke Ocean

- 27 Marvel Super Heroes Vs. Street Fighter Capcom
- 28 Master of Monsters Acclaim
- 29 Medieval Sony CE
- 30 Messiah Interplay
- 31 Midnight Run Konami
- 32 Monkey Hero T.B.A.
- 33 Moon Acclaim
- 34 Ninja Eidos
- 35 Off Road Challenge Midway
- 36 Other Life, Azure Dreams Konami
- 37 Powerslide T.B.A.
- 38 Prybadak Pygnosis
- 39 Quake GT Interactive
- 40 Rapid Racer Sony CE
- 41 Reboot Electronic Arts
- 42 Roscoe McQueen Sony CE
- 43 Rugrats THQ
- 44 Salamander Deluxe Pack Konami
- 45 Shadow Madness Pygnosis
- 46 Snow Break Adus
- 47 Speed Tribes THQ
- 48 Sulkoden 2 Konami
- 49 Total Drivin' Ocean

* Publishers, please contact us with updates and/or corrections.
 † Denotes that the game is available on import as of press time.

31 Viper Ocean

3rd QUARTER

32 Ironclad World Tour of Champions THQ

33 Bushido Blade 2 Sony CE

34 Dead Unity THQ

35 Metal Gear Solid Konami

36 Tekken 3 Namco

4th QUARTER

37 007: Tomorrow Never Dies MGM Interactive

38 Crash Bandicoot 3 Sony CE

39 Fighting Force II Eidis

40 Rugrats THQ

41 Tomb Raider 3 Eidis

POSSIBLE IN '98

42 Arkanoïd Returns T.B.A.

43 Astronoka Enix

44 Burger Burger T.B.A.

45 Bust a Move Enix

46 Choose's Mysterious Dungeon T.B.A.

47 Clock Tower Ghost Head T.B.A.

48 Critical Blow T.B.A.

49 Cyberbots Capcom

50 Dam Dam Stompland Sony Music Ent.

51 Elemental Gearbolt Working Designs

52 Enigma Koei

53 Escaper T.B.A.

54 Front Mission 2 T.B.A.

55 Front Mission Alternative T.B.A.

56 Gradius Golden Konami

57 Kula Quest T.B.A.

58 Nectaris T.B.A.

59 Overblood 2 T.B.A.

60 Parasite Eve Square

61 Powerslave 2

62 Ragnacoeur Sony CE

63 Respect Inc. Pnygnosis

64 Saga Frontier T.B.A.

65 Silhouette Mirage T.B.A.

66 Sokoigi T.B.A.

67 SpecDps T.B.A.

68 Speed Power Gunbike Sony CE

69 Tales of Destiny Namco

70 Tenchu Sony Music Ent.

71 TOCA Touring Car Championship T.B.A.

72 Total Vice Konami

73 X2 T.B.A.

74 Xenogears T.B.A.

SATURN MARCH

1 House of the Dead Sega

APRIL

1 Panzer Dragoon Sega

JUNE

1 Burning Rangers Sega

1st QUARTER

1 Alien Resurrection Fox Interactive

1 Dead or Alive T.B.A.

1 Grandia Sega

1 King of Fighters '96 SNK

1 Madden NFL '98 Electronic Arts

1 NBA Live '98 Electronic Arts

1 Shining Force III Sega

POSSIBLE IN '98

1 All Japan Pro Wrestling Sega

1 DJ Wars T.B.A.

1 Dragon Force II Sega

1 Fighter's History SNK

1 Formula Grand Prix T.B.A.

1 Funky Head Boxers Sega

1 Gaia Breeder T.B.A.

1 Gunblade N.Y. Sega

1 Layer Section II T.B.A.

1 Real Bout Special SNK

1 Riven: The Sequel to Myst T.B.A.

1 Sega Ages: Fantasy Star Collection Sega

1 Sega Ages: Memorial Selection Vol. 2 Sega

1 Sega Ages: Column Arcade Collection Sega

1 Soul Hackers T.B.A.

1 Tamagotchi Park T.B.A.

1 Thunderforce: Gold Pack 1 T.B.A.

1 Thunderforce: Gold Pack 2 T.B.A.

1 Thunderforce V T.B.A.

1 Top Skater Sega

1 Vampire Savior 2 Capcom

1 Warcraft II: The Dark Saga Electronic Arts

1 WipeOut XL T.B.A.

1 X-Men Vs. Street Fighter Capcom

1 Zap! Snowboarding Trix '98 T.B.A.

1 Zero Divide: The Final Conflict T.B.A.

ARCADE 1st QUARTER

1 Beastorizer Namco

1 Beat Mania Konami

1 California Speed Atari Games

1 Ehrgeiz Namco

1 Get Bass Sega

1 Harley Davidson & L.A. Riders Sega

1 Hammer Sega

1 Lost World Deluxe Sega

1 Marvel Vs. Capcom Capcom

1 Mortal Kombat 4 Rev. 3 Midway

1 Motocross Gol Konami

1 Power Sled Sega

1 Road's Edge SNK

1 Samurai Shodown 64 SNK

1 Solar Assault Konami

2nd QUARTER

1 Juko Thread Atari Games

1 Racing Jam Konami

1 Street Fighter Alpha 3 Capcom

1 Ski Champ Sega

3rd QUARTER

1 Time Crisis 2 Namco

1 Virtua Cop 3 Sega

4th QUARTER

1 Fighting Vipers 2 Sega

1 Virtual Dn Cyber Troopers Sega

POSSIBLE IN '98

1 Enemy Lines Sega

1 Star Gladiator 2 Capcom

1 Rival Schools 2 Capcom

1 Vampire Savior 2 Capcom

1 Virtua Fighter 3: Team Battle Sega

GAME.COM MARCH

1 Fighters Megamix Tiger Electronics

1 Jeopardy! Tiger Electronics

1 Name That Tune Tiger Electronics

APRIL

1 Sonic Jam Tiger Electronics

1 Tiger Casino Tiger Electronics

GAME BOY 1st QUARTER

1 Bust-A-Move II Taito

1 FIFA Soccer '98 Electronic Arts

1 The Fidgets Nintendo

1 Game & Watch Gallery II Nintendo

1 James Bond 007 T.B.A.

1 Hero's Fishing Adventure T.B.A.

1 Turok Acclaim

1 Wario Land 2 Nintendo



AEROBIC ASSAULT

Secret Character: Mao Mao
Wait for the words "Press Start button" to appear on the title screen, then press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**. At the "Plot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access Spanky, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing."
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.
- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
- 4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goldfish Defense," after the fourth level.
- 5) If you clear the "Goldfish Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.
- 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ADVENTURE MODE

Secret Stage

At the main menu—the one that says "Adventure/LittleCustoms/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

ADVENTURE MODE

Secret Options

At the character-select screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **R**, **R**, **R**. If performed correctly, the screen should flash with a white light. Exit this screen by pressing **B**; then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the character's life, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiki—Hold the **L** button and press **R**, **C**, **C**, **C**, **C**, **A**.
- Secret Santa—Hold the **L** button and press **A**, **C**, **C**, **C**, **C**, **C**, **R**.
- Boogerman—Hold the **L** button and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad.

ADVENTURE MODE

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:
Golden Gate Park (lower-left corner)—Hold **A** + **C** + **C**.
San Francisco (lower-right corner)—Hold **A** + **C** + **C**.
Indiana (upper-right corner)—Hold **L** + **C** + **C**.
Secret Vehicle

At the "Choose Car" screen, press and hold the **C**, **C**, **C** and **C** buttons to change the '62 Muscle Car, La Bomba and Devastator IV into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, or **START** to confirm your choice.

Light + Start

Race in any stage until you reach the Top Ten High score table. Enter your initials, then press **Down** to move to the bottom of the list of high scores and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car (using the above codes). During the race, you can turn on the bus' lights or the police car's siren by pressing **Brake**, **Brake**, **Accelerate** (hold the **Accelerate** button).

ADVENTURE MODE

Flight Demos

At the title screen—when the words "PRESS START" are flashing—press **Up**, **C**, **R**, **Right**, **Down**, **R**, **R**, **C** to warp to a one-player Demintion vs. Demintion battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available at playable characters:
Sonok-L, **R**, **C**, **C**, **C**, **C**, **C**, **C**.
Demintion-A, **R**, **L**, **C**, **C**, **C**.
You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

- Aaron's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Demintion's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Demintion's Ending—**Up**, **C**, **R**, **Right**, **Down**, **L**, **C**.
- Eve's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Gore's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Morphia's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Niki's Ending—**Up**, **C**, **R**, **Right**, **Down**, **R**, **C**.
- Scarlett's Ending—**Up**, **C**, **R**, **Right**, **Down**, **L**, **C**.
- Sonok's Ending—**Up**, **C**, **R**, **Right**, **Down**, **L**, **C**.
- Zennuro's Ending—**Up**, **C**, **R**, **Right**, **Down**, **L**, **C**.

ADVENTURE MODE

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and medals in all stages. Once you've done this, return to the main area where tag hang out and look for the frog that jump around in the watery area in front of the plant Wafly head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular stage by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENES—Small characters*
JUREROX—Music menu (appears under "Audio Options")

PRESENT—Start with 10 bananas
SLABBERMOUTH—Horn char (pressing T will make your character speak instead of hooting the horn)*
WHOODTHIS—Display credits (when

you exit the Magic Codes menu)
RYEBALLS—Double weapons
NOVELLOWSTUFF—Double bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINS—No limit to bananas
BOMB SAWAY—All balloons are red (infinite)
TOXIC OFFENDER—All balloons are green (drop item)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (infinite)
OPPOSITEATTRACT—All balloons are rainbow (infinite)
FREEFALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTRIZPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

ADVENTURE MODE

Cheat Password

Enter the following password to start on level 1 with all of the weapons in the game:

TJUL BDFW BFGV JYVB

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features." This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press **C** button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

ADVENTURE MODE

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **L**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

NINTENDO HEAD SPEAKS!



Missing the high points of Nintendo's annual Sports World Expo in Japan is the keynote speech by the company's revered president, Mr. Pokker. Yesterday, at the most recent expo, Mr. Pokker's speech focused on the future of the Nintendo 64 and its peripherals as well as the company's plans to expand its Pocket Monster line, which has experienced explosive success in Japan. Mr. Pokker's speech was a highlight of the expo—translated into English—so we decided to share with you the highlights of this very important figurehead in the video game industry.

"THE PROSPECTS OF THE ENTERTAINMENT MARKET"

BY PRESIDENT YAMAGUCHI

N64 console feedback—it's been highly regarded. However, in Japan, the feedback isn't as good and this band isn't really sluggish because of the limited power to that. Maybe it's because there are few role-playing games.

The domestic entertainment market may have become saturated with console games, but it does not mean we should give up. What is the future for console games in the Japan-

ese market? How can the market continue to be changed?

Because I get to speak in front of you, I get to talk about the prospects of the future market. And I don't know in the future, the salesperson will be divided into two parts: one is the world of N64 and the other is that of the Pocket Monster. There are many Pocket Monster games, we won't produce the 15th version, this is a new start. The new gold and silver versions will be available this year. When we announced the Mii project, we received 100,000 applications to see the special Pocket Monster. We



• **Imirability On/Off**—Press the R button seven times, then press Left.
 • **Monsters On/Off**—Press L, CR, Left, R, CR, Right, Left, Left.
 • **All Items On/Off**—Press R, CR, Right, L, CR, Left, CR, Right.
 • **Level Select**—Press L, L, L, CR, Right, Left, Left, CR.
 With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTRA LIFE

Cheats Codes
 At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again.
ANTIgravity—Enter this code to turn the entire course upside-down.
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups.
BANANA—Enter this code to make the tracks extremely slippery.
FERGUS—With this code in place, choose "Shooten-Up!" from the Single Player menu and you'll find that each of the "shoot" targets has been changed into the head of Fergus McGovern, director of Prolet Entertainment.
FISHEY—Changes the in-game viewpoint to resemble the view from a "fish-eye" lens.
GHASTLY—Makes the course graphics semi-transparent.
MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens.
NITROB—Gives you an infinite supply of nitro speed bursts.
RASTO—A very powerful code. With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
ROLLER—Changes all of the vehicles on the track into boulders.
STEALTH—Makes all of the vehicles invisible.

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature, thus makes the graphics appear more "pixelated."
WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics.
XTRIME—Increases your vehicle's top speed.
XOTEM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SAGNE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

DEMO

Driving Menu
 During the game, press START to pause. When the "Paused" menu appears, quickly press CR, CR, CR, CR. A new option called "Cheats" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:
 God Mode (Invincibility)—CR, CR, CR.
 Clipping (walk through walls)—Press CR 20 times, then CR.
 Visit Stage select—CR, CR, CR, CR, CR.
 Butcher (kill all enemies in the area)—CR, CR, CR.
 Health (refill health)—CR, CR, CR, CR.
 Collect All Keys—CR, CR, CR.
 Collect All Apples—CR, CR, CR.
 Collect All Weapons—CR, CR, CR.
 Collect All Puzzle Items—CR, CR, CR, CR, CR.
 CR, CR, CR.

INTERMEDIATE SUPERSTARS

Big Head Mode
 Wait for the words "Press Start" to begin flashing on the title screen, then press CR, CR, CR, CR, CR, CR, CR, CR, A, then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.
Secret Tourist
 (Note: Use the D-pad to enter the following code, not the analog stick.)
 Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, R, A.

then hold the Z button and press START; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

KILLER INSTINCT GOLD

Rou Code
 When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, A, Z, A, B. You'll hear a laugh to confirm the code. Now Gargon is a playable character in all game modes except "Training" and "Focused Training."
Bonus Options—Special Colors
 As above, wait for the demo to show one of the character biographies. When this appears, press Z, R, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues, instead of the standard seven colors; you'll find new gold, white and "death" character settings.
More Bonus Options
 As above, wait for the demo to show one of the character biographies. When this appears, press Z, R, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits
 As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.
Stage Select/Music Select
 When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:
 Castle Stage—Hold Up and press B.
 Jungle Stage—Hold Up and press CR.
 Spaceship Stage—Hold Up and press CR.
 Stonehenge Stage—Hold Up and press A.
 Museum Stage—Hold Up and press CR.
 Helipad Stage—Hold Up and press CR.
 Bridge Stage—Hold Down and press B.

Dungeon Stage—Hold Down and press CR.
Street Stage—Hold Down and press CR.
Dogo Stage—Hold Down and press A.
Spinal Ship Stage—Hold Down and press CR.

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B.
Maya Tune—Hold Up and press CR.
Gladius Tune—Hold Up and press CR.
Turk Tune—Hold Up and press A.
Fulgore Tune—Hold Up and press CR.
Orchid Tune—Hold Up and press B.
Jago Tune—Hold Down and press B.
Gargos Tune—Hold Down and press CR.
T.J. Combo Tune—Hold Down and press CR.
L. Yen Tune—Hold Down and press A.
Spinal Tune—Hold Down and press CR.
Secret Stage

In two-player mode, have both characters choose their fighters by holding Down and pressing CR; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

MACE, THE DARK AGE

Play as War Mech and Ichiro
 When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Demos.
Play as Ned the Janitor
 Enter the following code at the character-select screen:

- 1) Highlight Koyasha and press START.
 - 2) Highlight the Executioner and press START.
 - 3) Highlight Lord Demos and press START.
 - 4) Highlight Xiao Long and press Quick (A or B in the default control configuration).
 - 5) Sunny Slippin.
- Enter the following code at the character-select screen:
- 1) Highlight Ragnar and press START.
 - 2) Highlight Degan and press START.
 - 3) Highlight Koyasha and press START.
- Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.
- Switch Faces**
 Enter the following code at the character-select screen:

will continue to be flooded the next few days. (Editor's Note: Mr. Yu himself is referring to a very rare monster type in the Pocket Monsters: Game Boy game, otherwise known as a Pocket Monster game that is the Super Mario Bros. game.)

The recent console game market is in a recession. Naturally, it's because of the too-boring and sophisticated software. Ordinary users can't enjoy playing, so new products are flooding the market. It seems as though the console game software

market is flooded to remove software from the market. Although the quality was said to be small. This is just a drop in the bucket and wouldn't make a big impact on the market. There is a lot of trash in the software market. There is a big need to change the quality of the software. When the N64 was launched two years ago, I was assured the quality change needed by bringing that product. But we haven't had a lot of good software. Even that is enhanced, we will have fewer and better games—reducing the number to a tenth of what we have now. There now do I tell you before, some are

posting but they don't have a creative number of games for the N64, especially RPGs.

The future of the gaming market will be quite different—no one has a lot of things have changed this year. Take the Pocket Monster and Tamagotchi, for example, they dominated and saved the (Japanese) toy market. These two products have constructed a great market. Tamagotchi and Pocket Monster are still popular. It's the interaction, memory and collection that makes it popular. It will be vital for the market. I can't tell what will happen in the future.



Nintendo's Pocket Monsters Gold Version for Game Boy, as seen on the Super Famicom with Super Game Boy adapter.



- 1) Highlight Al-Rashid and press **START**.
- 2) Highlight Takeshi and press **START**.
- 3) Highlight Mordos Kell and press **START**.
- 4) Highlight Xiao Long and press **START**.
- 5) Highlight Namora and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

Madden Football 96

Secret Team

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with the name "TIBURDN" (the player stats don't matter). Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the same setup menu, you'll find a new team called "Tiburn." It's played on this team stands 8/4" and is rated at 100 in all skill categories.

See the Ending

When the EA Sports logo appears, hold **L** + **R** + **Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

Mario Kart 64

Reverse Tracks

If you come in first and earn the Gold Trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

* Race on the Mario Raceway course in Time Trial mode until you get a total time of 1:30'00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:27'10 if you want to beat him. Press **A** at the title screen to show off your best time on the Mario Raceway course.

* Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1:52'00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1:48'30 if you want to beat him.

* Race on the Royal Raceway course in Time Trial mode until you get a total time of 2:40'00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you

return to that course in Time Trial mode. You must complete the course with a total time of less than 2:38'00 if you want to beat her.

MORTAL KOMBAT: MYTHOLOGIES: SUB-ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes.
 * Enter "G T T B R F" for infinite lives.
 * Enter "N K C V S Z" to start with 50 Units of Vitality in your inventory.
 * Enter "C R V D T S" to see the credits from the end of the game.

Fatality: When your opponent drops to his or her knees, stand about one step in front of your victim and press **Forward**, **Down**, **Forward** + **High Punch**. Sub-Zero will punch his opponent's head off.

Combo:

3 Hits—High Punch, High Punch, Low Punch.

5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick.

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick.

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Fire Stage—R O T E C S

Water Stage—Z U R E D M

Ice Stage—J Y P H D P

Bridge of Immortality—Q T L W N

Queen Chi's Fortress—Z C H R R Y

MORTAL KOMBAT: MYTHOLOGIES: KAMELIE

Play as Kamek

When the "story" screens appear during the game's demo mode, quickly press **CR**, **CR**, **A**, **B**, **CR**, **CR**, **CR**. If you're fast enough, you'll hear Shao Kahn say, "Kamek!" Now Kamek is a selectable character at the character select screen.

Play as Motaro

Choose any character, hold **High Kick** + **Low Kick** and point the **D-pad** or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wateland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold **High Punch** + **Low Punch** and point the **D-pad** or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Icebox and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Secret Kombat menu" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Nevica" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kamek and Motaro—followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down**, **Up**, **Up**, **Right**, **Left**, **Left** on the **D-pad**. You'll hear a chime sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play," which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press **Run**, **High Punch**, **Low Punch** (that's **CR**, **A**, **B** in the default control configuration). You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" modes, turn on "Bloody Kombat" and activate the

two secret characters, Human Snake and Kamek.

Secret "Kombat Cheat" Menu

When the "story" screens appear during the game's demo mode, quickly press **High Kick**, **Low Kick**, **Run**, **Low Punch**, **High Punch**, **High Punch**, **High Punch**, **Low Punch**, **Low Punch** (that's **CR**, **CR**, **A**, **B**, **A**, **B**, **A** in the default control configuration). You'll hear a voice say "Kombat!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate **Free Play** mode, disable the **Fatality** meter (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

YOU TO RACE IN CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hanrya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick. Plug in two controllers and access "Vs. Race" mode. Choose "Machine," then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hanrya or Dues in this mode, even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship," "Time Trial" or "Free Run" mode from the main menu and the Hanrya or Dues you chose in "Vs. Race" mode will still be selected.

ONLY HONORABLE

VS. Screen Codes

Each of the following cheats must be entered at the "Torpedo's Matchup"



The Pocket Monsters franchise has been important in Japan. It has spawned a popular TV show as well as new 64 and 64 DO games.

but lack a variety of hit products and training characters such as Pocket Monster.

Many fans would like to do the training, collecting and raising of a character in a video game. Now there are more games available than just Tamagotchi, which started it all. It's the type of game that asks the player to nurture and raise the chicken. Rare, feed, take care and get pleasure out of the game. It's a new type of game for now. Its portability made it very popular in the market quickly.

Pocket Monsters, on the other hand, has a different way of nurturing

and raising than Tamagotchi. The characters grow stronger by fighting each other. You can even exchange your friends by a cable.

There are new types of nurturing games that are being conceived. One game being developed, as far as I know, is called Cabbage. It is also a nurturing game, but it is different from Pocket Monster or Tamagotchi.

There is imitation games appearing on the market, one after another. They try to copy these games using the TV format, but it may not work. Game creators are not satis-

fied withing games on TV, just want using games cannot be created with the current game consoles.

From the point of view of software developers, if they keep making them, they won't be successful. Let me move on to the other key words—exchanging or collecting trading.

It's well known that the first time with Pocket Monsters. Among all the joys and pleasures—the popular thing is the trading of monsters with friends. The conversation table is used for trading. By exchanging monsters by the use of cable, you can play against each other.



down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Every Character & Vehicle: Enter your name as "Wampa," "Stompa," or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and press START to pause, when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C and press Up, then press C repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it). Once the code is in place, press C to toggle between the snowspeeder and the AT-ST.

- In the "Escape from Echo Base" stage, hold C and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C to switch between Dash and the Wampa.

- Also in the "Escape from Echo Base" stage, hold C and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold C and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape from Echo Base" above.

- In the "Imperial Freight Ship" stage, hold C and press Right on the D-pad to control a Stormtrooper as described above.

- In the "Sevens of Imperial City" and "Xizor's Palace" stages, hold C and

press Right on the D-pad to control one of Prince Xizor's armored guards. See the Ending.

Enter your name as "Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creator.

Wampa Names: Enter your name as "R_Testen_ROOT" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

UPPER MARIO

Control Game Change

Make sure you have a second controller plugged into the Player 2 finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SECRET ZONE

Secret Zone

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX" (Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

ship, mount, Skull. Now choose "Start" and enter the "Buccus," "Hide & Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C and press the L button as above to change the numbers on the menu to different characters. Enter the name "GREGORY" but use the ahead head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes. See the Credits.

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

UPPER MARIO

UPPER MARIO

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screen before the race:

- Access all cars—A, Left, Left, C, A, Right, Z. Note that this cheat does not give you access to the "bonus" vehicles.

- Access All Tracks—A, Left, Left, Right, Down, Z. Note that this cheat does not activate the "Mirror" tracks.
- Access Helmer Car—Up, Up, Z, & A, Left, Left.

- Access Ice Cube Car—C, Up, B, Right, A, C, A, Right.

- Access Beach Ball Car—B, A, Left, Left, C, A, Right.

- Access Blur Mode—B, Left, Right, Up, Left, Z. Right. The code turns off the N64's "anti-aliasing" and "mip-mapping" effects, making the graphics appear to be more "pixelated".

- Buffer Mode—C, Z, B, Up, Up, Right. The Buffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current Buffer data into the color data, and the result is a fleshy mess of colors on the screen. Enter the code again to turn the Buffer Mode off.

See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press C.

Right, Down, Z. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TURBO DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits").

RBN SMT H-Invincibility
CMG TSM MGG T-All Weapons

B L L T S R R F R N D-Unlimited Ammo

F R T H S T T L R L S C K-Infinite Lives

G R G C H N-Big Head Mode **

D N C H N-Tiny Enemy Mode

D L K T D R-Pen and Ink Mode

L L T H C L R S F T H R N B-Purdy Colors

S N F F R R-Disco Mode (Enemies don't attack)

C L L T H T N M T N-Quick Mode

T H B T S-Gallery (view the characters)

F D T H M G S-Show Credits **

N S T H M N D N-Show Enemies (on the map)

(** This cheat is also activated by the "RBN SMT H" and "GRGCHN" codes.)

(** This cheat is also activated by the "RBN SMT H" code.)

(*** This cheat is also activated by the "RBN SMT H", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, enter

N T H T H G D C R T D T R K.

This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

WAR GUNS

Weapons

Alpha Kin—in close, 3-D, ↑ ↑ ↑ + High Kick

Amphib—1-D, → → → + High Punch + Low Kick

Pagan—From 1/2 screen distance, → + Low Punch

Tak—→ → → + Low Punch + High Kick

Maximum—Hold 3-D, press → + High Punch + Low Punch

while console capabilities will be required, since there's no wireless capability for it. The current console game style would destroy the market we don't have our loss with console games. This is the time we need to make dramatic changes in the quality of console games. That's the effort we are putting into when we launch our disk drive. We need to pour in more than our resources and we need to do it soon and at a good price.

It's hard to make good software. There are more software developers than there are good games.

Multiplatforms know when. Pocket Monsters were launched in February of 1996, and the popularity still continues. For other games, it's too fast for only a short time—like 32-bit games.

Role-playing games have been changed, too. We are planning to concurrently release the N64DD and Pocket Monster Stadium. Pocket Monster Stadium will also utilize the Game Boy. This isn't another game that obliges you to sit in front of the TV. You play it outside and everywhere with your friends, then come inside and update it on your PC.

Density location is moving to the console. The launch time will be later than Pocket Monster Stadium. By adding a new function to it.

Console game is starting to change. We are facing a pressure period. If we don't act now, we can't retain the present state of console games. The market won't support it. From the point of view, the market is going to change. At the show, we see guests from overseas. Their business is going really well compared to ours.

Next year, Pocket Monster software will make its way to the U.S.



Getting blasted by dragon breath in Pocket Monster Stadium; Yamazaki hopes to build Pocket Monster into a global phenomenon.



THE ADVENTURES OF LONAN

Stage Select

During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press **Δ**, **□**, **X**, or **○**. Two small numbers will appear on the left side of the screen. Press **START** to unpauses, then hold **L1** and press **SELECT** repeatedly to change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just enter the same code Stage Map.

JAGGED WARRIOR KITTEN

Invincibility

Pause the game and press **Left**, **□**, **□**, **□**, **Up**, **Δ**, **□**, **Right**, **□**, **Down**, **X**, **Δ**, **Δ**, **□**.

JACK TRAINER

Cheat Menu

Enter "HIT IT! NASTY! LORISTON!" as your password, highlight "NASTY!" and press **Left** at your turn, you'll see the words "Cheats Activated" on the screen. Now just to the main menu, where you'll find a new option called "Cheats" that allows you to become invincible or alter any stage.

JAGGED WARRIOR KITTEN

Secret Gem

Choose the "Begin Career" option at the main menu and enter your name as "GO BEAST". When the Season Setup menu appears, you'll have access to seven different stats. Instead of just one. If you enter your name as "GO BRUNO!" instead, you'll access six secret Formula 1 cars, including the cockroach Team Antelope vehicle.

Secret Options Menu

At the Pause menu, highlight "This Statistic" and press the **O** button and press **X**. You'll get a secret menu that allows you to adjust many different parameters of the race, including starting, late, worst, combat force and the speed of your opponents' cars.

JAGGED WARRIOR KITTEN

Special Password

Choose "LoadSave" from the Options menu, then select "Enter Password" and input one of the following passwords:

• Strike the lightning
X O X X X
X X X X X
X X X X X
X X X X X
X O X X X

• Update down playfield

X O X X X
X X X X X
X X X X X
X X X X X
X O X X X

• Most score in your own goal to win

X X X X X
X X X X X
X X X X X
X X X X X
X X X X X

• Play as the Master Blaster, Xena

X O X X X
X O X X X
X O X X X
X O X X X
X O X X X

X O X X X
X O X X X
X O X X X
X O X X X
X O X X X

• Play "Class Rehearsal"

X O X X X
X O X X X
X O X X X
X O X X X
X O X X X

JAGGED WARRIOR KITTEN

Automatic Home Run

During the game, press **START** to pause, then push **Control** 2 and press **Δ**, **□**, **X**, **□**, **O**. You'll hear a pause sound. But, press **L1** (also on **Control** 2), you'll hear the words, "Home Run!" Now you'll hit a home run every time it's your turn to bat.

JAGGED WARRIOR KITTEN

Secret Gamestate Mode

At the main title screen, hold **SELECT** + **R2** on both controllers. The life screen, netflix will change, showing a "Two Player" mode. The new game mode plays like Alien's classic top-down two-player combat game, complete with "warpspace" screens.

At the main title screen, hold **L1** + **L2** and press **SELECT**, you'll hear a sound to confirm the code. Now start the game, you'll hear a sound to confirm the code. Now start the game, you'll hear a sound to confirm the code. Now start the game, you'll hear a sound to confirm the code.

Machinist Art of Arms

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Aquatic Weapons

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Maximum Weapon

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Upgrade Gun

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

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Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

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Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

Press **START** to pause the game, then press **SELECT**, **L1**, **SELECT**, **R2**, **Δ**, **Δ**, **Δ**, **O**.

through the different camera angles, you'll find a new "stage player" view that lets you play without all of those annoying cockpit restraints in your face.

Across All Fighters

At the fighter select screen, press **Left**, **Left**, **Right**, **Down**, **Up**, **Down**, **Right**, **SELECT**. You'll hear a sound and all of the fighters will become available for you to choose.

Across All Masters

At the Mission Select map in Mission mode, just press **Up**, **Down**, **Down**, **Right**, **Left**, **Down**, **Up**, **Δ**. You'll hear a sound and all of the missions will become available for you to choose.

WINTER MOVIE COLLECTION

Secret Player Roster 8

Choose **Player Roster 8**. View the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players, then, at the next menu, highlight "Team Select," hold **Down** on the D-pad and press **X**. A stage-select menu will appear.

Foster Ruffles Stage Select

At the above, choose **8** Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players, then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press **X**. A stage-select menu will appear after the title screen.

Foster Ruffles Stage Select

At the above, choose **8** Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players, then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press **X**. A stage-select menu will appear after the title screen.

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RELEASED or SPACED—Race on Treestyle tracks.

RAT TIME—Hit rat time.

PUSHBUTTS—With the name in place, start the game in analog control mode, where you push the left analog controller that's, push it into the controller until you hear a click! You'll see the reverse camera angle of your car, push in the right analog controller to activate the clock.

ZOOKEEPER WARRIOR

At the Mission Select map in Mission mode, just press **Up**, **Down**, **Down**, **Right**, **Left**, **Down**, **Up**, **Δ**. You'll hear a sound and all of the missions will become available for you to choose.

ZOOKEEPER WARRIOR

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Torch and Soul by Rabzone—“Beezer”
Mos in Black: The Album (Original Movie Soundtrack—“Dropt”) (Tosco/Deception (PlayStation game) by Tosco/Arabian)

More Secret:
 • The average monster will not live long enough for you to take it from the “B” ranking all the way up to “S” rank. There is a special food item in the game which will automatically increase your monster’s lifespan by one year, otherwise, you should try not to push your monster too hard if it is three, six or more years old. If your monster is less than 10 years old, you will be rewarded with a special birthday card.

• Some special monster types can be created by combining two monsters in the Lab with the right stats. For example, if your monster goes exploring with Kam and finds a Magic Alchemist, take it to the Lab and use it when you combine two very low monster levels should have a “right” rating of “A” or “B”. The result will be a rare and powerful monster.

• If you continue to play the game for many “years” of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using items when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to make a new monster, there is a 1-in-16 chance that the new monster will be infused with the spirit of the monster who died.

• A monster who is “possessed” in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare “Ghost” monster type.

• To earn the rare “Golem” monster type, breed a monster of the “Mammoth” type until it “dies” level five above B. Once you’ve earned, allow the monster to lose battles until its time drops below B. If this happens, the monster will become weakened and change into the “Scitable” type. Combine the “Scitable” monster with another monster in the Lab to get the “Golem” type.

• To earn the extremely rare “Dial” monster, you must first create a monster of the “Gossamer” type and another of the “Radial” type and combine them in the Lab.

MONSTER RESEARCH

Secret Great Menu
 During the opening scene, quickly press X, O, S, RT, L1, R2, R3, R1. You’ll hear Lisa Kahn say, “You will need me.” Now press START, when the stone block appears with the word “KOMBAT” on it, press up to access a secret cheat menu.

Turn “Pilot Play” on for infinite credits in the one-player mode. Turn “Smoke” on to activate him as a playable character without using the Ultimate Kombat Code. Turn “Fidelity Time” off to give yourself infinite time to perform fatalities. Turn “Level Select” on and you’ll be able to choose any stage—including the hidden Portal—from a menu at the bottom of the character select screen after you choose your fighter. With a “Steal Round Menu” on, lights will last just one round, and with “One Hit Death” on, the first player to strike will automatically win the round.

SPECIAL KOMBAT MATHS LOGS: SUB-200

Choice “Options” from the main menu and select “Password,” then enter any of the following cheat codes:
 • Enter “NXCVSZ” to start with 100 units of Valley in your inventory.

• Enter “TTTTTH” for infinite lives.
 • Enter “KCVDTG” to see the credits from the end of the game.

Relay:
 When your opponent drops in his or her bones, stand about one step in front of your statue and press Forward, Down, Forward + High Punch. Sub-Zero will push his opponent’s head off.

Combo:
 1 Hit—High Punch, High Punch, Low Punch 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
 Press Forward.

Wild Stage—H W M S B
Earth Stage—M S Z D B
Prison Stage—G T R C S
Water Stage—Z U E D C M
Fire Stage—Y P P F H
Bridge of Immortals—C T R L W
Qian Chi Fortress—CHRT Y

CHARACTER SELECT: EASY

Stage Select:
 At the character select screen, highlight Sora, hold Up and press START, you’ll hear a signal to confirm. Now choose your fighter before the match begins, a menu will appear that allows you to choose which arena you want to start in.

At the character select screen, choose one of the male main characters (Bomberman, Rhylin, Ram, Gmax, etc.). Before the fight starts, hold Max + Block + High Punch + High Kick and point the D-pad away from your opponent. Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Quakeley. He’s a semi-transparent moogle who suddenly morphs into other ninja characters.

Secret Cheat Menu
 Choose “Options” from the main menu, then highlight “Game Config” and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you’ll hear a confirmation sound and the screen will fade. Now you can access the previously available “P” menu at the Options screen.

Here you can activate several options, including “Instant Aggressor,” “Normal Loss Damage,” “Low Damage” and “Health Recovery.” First of all, turn on the “P” button in the “P” menu. You can perform finishing moves with ease as follows:

- Fatality—Press D when “Finish Him/Her” appears.
- Fatality 2—Press O when “Finish Him/Her” appears.
- Armory—Press L2 when “Finish Him/Her” appears.
- Friendship—Press R1 when “Finish Him/Her” appears.
- Brutality—Press O when “Finish Him/Her” appears.

SECRET GROUND FIGHT

Game Options:
 At the main menu, highlight “Options,” hold L1 + L2 + R1 + R2 and press Up, the option menu has many additional settings that will allow you to fine-tune the game’s configuration to your liking.

SECRET PASSAGE VOLUME 2

Secret Stage 2:
 Load the game Majuu and press the D button to access the dipswitch screen. Highlight

switch #5 in the “SW2” box and press X to turn it “on.” Now start the game. You can skip stages at any time by holding L1 + R1 and pressing the X button.

Super Pac-Man Stage Skip:
 Load the game Super Pac-Man and press the D button to access the dipswitch screen. Highlight switch #5 in the “SW2” box and press X to turn it “on.” Now start the game.

When the word “Midway” appears on the screen just before the characters start to move at the beginning of any stage, quickly hold L1 + R1 + O and press START. The screen will flash just as it does when the stage is awarded, and you’ll advance to the next stage. Repeat the process for each stage to skip to any level.

Secret Stage Select

Load the game Gekko and press the D button to access the dipswitch screen. Highlight switch #5 in the “SW2” box and press X to turn it “on.” Now start the game. When the words “Fasec: 1” appear on the screen, hold L1 + R1 + O and press START, a stage menu will appear at the left side of the screen. Press Up or Down to change the number of the stage you’d like to warp to, then press START to begin at the stage you chose.

Secret Stage Skip

Load the game Dragon Arise and press the D button to access the dipswitch screen. Highlight switch #5 in the “SW2” box and press X to turn it “on.” Now start the game, when the map screen appears, hold L1 + R1 + O and advance clockwise to either of the first two dungeons on the map. Instead of entering the dungeon, you’ll be warped instead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O, when you reach the round you’d like to start on, just release the buttons and you’ll be able to enter the dungeons normally.

TALENTED MINIMON COUNSEL

Push Forward to Secret Gains:

Load the game Pac-Man 81 and press the D button to access the options window. Highlight “Fast” and press X, then, when the test screen appears, press D to open the test screen options window. Highlight “Tip” and press X, then press Up to turn on switch #1 in the left box. Now press X, then X, then X to advance clockwise to either of the first two dungeons on the map. Instead of entering the dungeon, you’ll be warped instead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O, when you reach the round you’d like to start on, just release the buttons and you’ll be able to enter the dungeons normally.

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Galaxian Archival Mode

Play the game Galaxian until you have a high score of 30,000 points or more. Once you’ve done this, press the D button during the demo sequence to access the options window. Highlight “Test” and press X, then, when the test screen appears, press D to open the test screen options window. Highlight “Tip” and press X, then highlight switch #5 in the right box. Now press Up to turn it on. (You can’t turn the switch until you’ve played Galaxian high score over 30,000.) Now start the game and you’ll be playing in Archival Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Dragoon and the Museum

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A picture can will appear in the lower left corner of the screen. Now enter the Tower of Dragoon using the museum and walk forward until you face a black wall. Press the Action button to break open the wall, inside you’ll see a 3-D animated sequence from Dragoon and find another Dragoon machine to play.

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Push Forward to Secret Gains:

Load the game Pac-Man 81 and press the D button to access the options window. Highlight “Fast” and press X, then, when the test screen appears, press D to open the test screen options window. Highlight “Tip” and press X, then press Up to turn on switch #1 in the left box. Now press X, then X, then X to advance clockwise to either of the first two dungeons on the map. Instead of entering the dungeon, you’ll be warped instead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O, when you reach the round you’d like to start on, just release the buttons and you’ll be able to enter the dungeons normally.

Secret Stage Select

Load the game Gekko and press the D button to access the dipswitch screen. Highlight switch #5 in the “SW2” box and press X to turn it “on.” Now start the game. When the words “Fasec: 1” appear on the screen, hold L1 + R1 + O and press START, a stage menu will appear at the left side of the screen. Press Up or Down to change the number of the stage you’d like to warp to, then press START to begin at the stage you chose.

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Marcia's Random Reviewz by Marcia Armon

Switzer
 Cherry Chewy Fruit Candy
 This candy is so sticky, it feels like someone poured juice over it and let it dry on. It tastes like licorice, but not half as good in taste. It almost tastes like strawberry, it's not very good. It sits like paste in your stomach. I never would recommend this. Alas, tastes like cough syrup. It also feels like it in your stomach. I think I'm going to be sick!

Rating: (no stars)

Josta
 Delic with dramatic and other natural flavors
 There's a legend behind Gurrans: "Gurrans grow deep within the jungle. For centuries, ancient tribes believed that GUARANA released NAW, PRIMAL POWER! Now the legend of GUARANA has been captured in the potent flavor of GUARANA. UNLEASH IT! Well, that's the back story of the candy. Anyway, Josta is good. It tastes like cough syrup a little at first. It sort of has a cherry taste to it. It also has a cherry color. It also almost tastes like it has a little peanut juice in it. Good taste & aftertaste.

Rating: ★★

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Z, C, X, B, Y, you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing Z + C simultaneously.

With the "Easy Super Attacker" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Y, C, X, B, Z; you'll hear a chime to confirm the code. Now the bosses Shu and Venn are glibly characters in the new adventure.

Secret "Option 2" Menu
With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, X, Y, Z, C, R. You'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret "Line Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

At the title screen—while the words "Press Start Button" are flashing—press A, B, C, C, X, Y, Z, Z, Z, you'll hear a chime to confirm the code. Now press START to access the main menu, highlight "1P Game", hold the K and Y buttons and press START. Now you're playing in "1PA Mode", which has crazy success in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed, some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent.

Backfield Select
In VS mode, choose your character with the A or C button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to play.

to fight in

[illegible]

To watch all of BlackFire's full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The information scrolls will automatically start up, press **A** to stop any scene and skip to the next one.

At the title screen—while the words “Press Start Button” are flashing—press L, A, Z, X, A, Down, Down. You’ll hear a voice say, “There’s the old Beams and bullets on the way!” With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you unpause, your fuel and weaponry will be maxed out.

Also at the title screen—while the words

"Press Start Button" are flashing—press and

hold A, then B, then C, then release C, then B, then A. Next, step 2: A, B, X, then hold X.

press Up, press and hold **Down** and release **X**.

You'll hear a voice say, "You are on the

find that your helicopter is invincible.

[illegible]

44



...and ...



by
Gus



CHARACTER INFORMATION

Chait Mode

Choose "Teleport to Mission" from the "Load Game" menu and use the L and R buttons to enter the password "7,5,5,5" (the second character is a zero). You'll get a message that says "Invalid Password" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press A + B + C to refill your health and energy or X + Y + Z for 2,000 extra credits. All of the items and all of the weapons with ammo.

Mama's Boy Passwords

Mission 5—D 5 5 5

Mission 10—X 5 5 2

Mission 15—F M 4

Secret "Realtime" Mission—A, R, H

"Washed Winner" Passwords

Mission 5—D 5 5 5

Mission 10—X 5 5 2

Mission 15—F M 4

Secret "Realtime" Mission—M, T, H

"Loose Cannon" Passwords

Mission 5—D 5 5 5

Mission 10—X 5 5 2

Mission 15—F M 4

Secret "Realtime" Mission—N, T, H

"No Remorse" Passwords

Mission 5—D 5 5 5

Mission 10—X 5 5 2

Mission 15—F M 4

Secret "Realtime" Mission—F, T, H

Aladdin Mode

Extra Credits

Also at the "Game Start/Options" screen, press X, A, L, R, Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have more continuous credits instead of the usual three.

Waga Fire

Also at the "Game Start/Options" screen, hold B, then press Y, Right, Left, X, C, Z, A, Right. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Drive Difficulty Settings

Again, at the "Game Start/Options" screen, hold X, then press Z, C, L, B, Left, B, Left. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal."

CRASH MODE

Crisis Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7s, you'll receive crisis time.

Jeffrey's Dance

On the expert track, as you approach the Jeffery station, push the X button repeatedly to make the Jeffery station rotate and stand on its head.

Minor Mode

In "Saturn Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Arakado Mode

In "Arcade Mode," hold up while making your choice at the "Select Your Car" screen. Then during the race, press Up and the words to the Daytona theme song will appear at the bottom of the screen.

Extra Cues

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the Down/Right position and hold the L, R, C and Y buttons. Watch all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 12 available vehicles.

Secret Home Trick

If you can finish in first place on each of the three tracks on normal difficulty setting in "Saturn Mode," you'll get three new vehicles, one manual and one automatic. Incredibly, they're not cars, but bikes.

Enter Mode Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) bike.

Billy Hines

Choose a bike and ride the Beginner track in Endurance mode. If you win, you'll earn two new "bikes" called "Hunt 27," names that are being followed by baby bikes.

CHALLENGES

Tumble Racing

In the 100-Meter Dash, as seen at the announcer starts to say your course number and name, carefully press Left, Right, Left, Right, X. When the race starts, your athlete will roll to the finish line like a handwheel.

Map On One

Also in the 100-Meter Dash, as seen at the announcer starts to say your course number and name, carefully press Up, Left, Down, Right, X. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

ON HARD COURSE

Ryder Goal

At the main title menu, highlight "Deep Start," hold X + Y + Z and press START. When you enter the Deep Start mini-game, you'll see that the logo now reads "Ryder Deep Start." This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play *Die Hard* Arcade in this mode, either.

GOONS

Quick Codes

Press START during the game to pause, then enter any of the following cheat codes:

- All Powerful Mode—Down, Y, X, R, Right, L, Left, B
- Lots of Goodies (weapons & ammo)—R, X, L, R, C, X, Right
- Map All Lines On—B, R, C, Left, R, B, C, Right
- Map All Things On—B, R, C, Right, R, B, C, Left

Map All Wagon, Right, Left, Z, R, L, Z, C (when the Level Warp menu appears, choose any stage and press C to warp there).

CHALLENGES

Invincibility

During the game, press START to pause, then press X, Z, Z, X, Y, Z, Y. You'll see the words "God Mode" on top of the screen, now you're invincible. To turn "God Mode" off, enter the same code again.

All Weapons & Ammo

During the game, press START to pause, then

press X, Z, Z, X, Y, Z, Y. All of the game's weapons and items will appear in your inventory.

Secret Control Scheme

During the game, press START to pause, then press Y, X, Z, Z, X, X, Y, X, Z. You'll see the words "Jeans Control" on top of the screen, this changes the controls as follows:
 Jeans Pad—Left/Right
 D-pad/Left/Right—Change weapons
 Z—Walk forward
 B—Walk backward
 D-pad/Left/Right—Change lights
 C—Brake right
 A—Action
 L—Fire weapon
 R—Jump

Also, if you don't own an analog controller, this code is useless because it will assign two different functions to the D-pad, the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.

Stage Select

At the main menu—the one that says "New Saturn Game" etc.—press X, Z, Z, X, Y, X, Y, X, Y, this code must be entered quickly. You'll see the words "Choose Stage Cheat" appear at the bottom of the screen. Choose "New Game," the stage-select menu will appear after you choose a difficulty level.

No Minors

At the "Select Skill" menu, press Z, X, X, X, Y, X, Y, X, Z, this code must be entered quickly. A new difficulty level called "No Minors" will appear, as you guess what happens when you choose it?

CHALLENGES

Chait Codes

Press START to pause the game at any time during play. Then enter one of the following codes and upcase to activate the cheat:

- Refill Energy—Left, A, Y, Down, A, Y, Down
- Self-Ammo—A, Up, Down, Right, Right, Left, X, C
- Nine Extra Lives—X, A, Right, Down, Down, A, Left, Left
- Mega Plasma Gun—C, A, Right, Right, Up, Down, Up, Left
- 3-Finger Gun—Down, A, Up, B, Right, Right, C, Right
- Fast Radar—Y, A, X, Up, Right, Right, Left, Up
- Homing Missile Gun—A, Up, X, C, Left, Y, Up

CRASH MODE

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose if by entering one of the following codes, when the race starts, you'll start in the position you chose.

- First Place—Hold L + X + Y + Z and press START
- 2nd Place—Hold L + X + Y + Z and press START
- 3rd Place—Hold L + X + Y + Z and press START
- 4th Place—Hold L + X + Y + Z and press START
- 5th Place—Hold L + X + Y + Z and press START
- 6th Place—Hold L + X + Y + Z and press START
- 7th Place—Hold L + X + Y + Z and press START
- 8th Place—Hold L + X + Y + Z and press START
- 9th Place—Hold L + X + Y + Z and press START
- 10th Place—Hold L + X + Y + Z and press START
- 11th Place—Hold L + X + Y + Z and press START
- 12th Place—Hold L + X + Y + Z and press START
- 13th Place—Hold L + X + Y + Z and press START
- 14th Place—Hold L + X + Y + Z and press START
- 15th Place—Hold L + X + Y + Z and press START
- 16th Place—Hold L + X + Y + Z and press START
- 17th Place—Hold L + X + Y + Z and press START
- 18th Place—Hold L + X + Y + Z and press START
- 19th Place—Hold L + X + Y + Z and press START
- 20th Place—Hold L + X + Y + Z and press START

Change Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then

choose it by entering one of the following code. When the race starts, the number of laps will be set to the number you chose as follows:

- 1 Lap—Hold L + X + Y and press START
- 2 Laps—Hold L + X + Z and press START
- 3 Laps—Hold L + X + Z and press START
- 4 Laps—Hold L + Y + Z and press START
- 5 Laps—Hold L + Y and press START
- 6 Laps—Hold L + Z and press START
- 7 Laps—Hold L and press START
- 8 Laps—Hold R + X + Y + Z and press START

CHALLENGES

Accro Hyper Mode

Fight your way through Survival Mode, winning at least two fights in the two-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.

Aftermath Stage Select

After playing 300 games, go into the Options Plus menu and you'll see three more options, you can choose a career as managed arena and you'll be able to give other player info (see last).

Play at the AM Palm Tree

Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course 1, you'll be playing at the palm tree.

Method 2: Play the game for 84 hours.

Then, choose Kuma with the Z button and you'll find the palm tree.

Play at a Bab of Meat

Simply turn the Saturn on with Fighters Akagami mode 29 times (or start the game and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press X. The meat's never as almost identical to Saturn's.

Aftermath Games

When playing in two-player mode, if the B button stage comes up, quickly hold the X button on both controllers before the words "Round 1" appear. If you do this correctly, the F-16 jet fighter from *Sega's Afterburner* games should fly over the race.

CRASH MODE

Lost Code

Highlight "No Mode" at the main menu, then press and hold L, B and Y on both controllers. While holding these in both down, press START. Controller 1 will be the character-select screen appears, you'll find four additional characters to choose from: Bonzo, Tazuma, Rouse and Felder.

Tandem Select

To choose which track your character speeds at the end of a match, just hold the A, B or C button, each one corresponds to a different stage.

GAME SHARE

Play Japanese Data

Normally, the American Saturn cannot be used to play Japanese Saturn software, the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Backwards" menu. Now hold down the X, Y and Z buttons while you press START, the game will magically load just as if it were being loaded on a Japanese Saturn.

TIPS & TRICKS Reader Art Gallery





== GHO STMOD EDN ==—Ghost Mode
RDS-E KSGOR GO-SR—Activate all of the above cheats
LACD FCHH KLMNO—Credits all credit cheats

IRONMAN REBUT

Secret Items:
Choose "Exhibition" and select your team. After the controller setup screen, the User Record screen will appear. Register your name as "TELBORG" and press C. This press the B button three times to return to the Team Select screen, where you'll find eight possible hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.
Coincidence Items:
Turn the Saturn on and hold the L or R button while the game loads. After the copyright screen, you'll get a screen "Coincidence" menu that lets you see any of the rendered credits comes from the game.

IRONMAN REBUT

Secret Items:
Choose "Event Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name: "Continue", then "Live and Eat" and return to the main menu. The new teams will appear at the park setup menu.
Back Attack:—All 7th team
STILLGUTS:—All 7th team
GOLD BUSH:—All 7th team
COACH:—All-Time All-Madden team
LEADERS:—All-Time Star Leaders team
ORIG HEROES:—EA Sports team
LOIN CLOTH:—Buron Entertainment team
Secret Stadiums:

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name: "Continue", then "Live and Eat" and return to the main menu. The new stadiums will appear at the game setup menu.
SHAKE:—Oakland Alameda County Coliseum, Oakland, California
BANDAMBA:—Joe Robbie Stadium, Miami, Florida
DAWGOUND:—Municipal Stadium, Cleveland, Ohio
JTDOWNS:—Astrodome, Houston, Texas
SHAROTIN:—Tucson Sports Complex, Longwood, Florida
OLDCD:—RFK Stadium, Washington, D.C.
RUG SOHRSERB:—Tampa Stadium, Tampa Bay, Florida
CHOST TOWNS:—"Old West" Stadium, Irving, Texas

IRONMAN REBUT

Secret Items:
Choose "Options" from the main menu, then highlight the "Sound Test" option and use the A or C button to listen to the following sound effects: 11, 15, 15, 28 and 22. The word "Cheats" will appear at the top of the screen and a "Level Number" option will become available. Choose a starting stage, then return to the main menu and select, "Continue Game" to verify you have stage you chose. With the cheat code in place, you can also access the following features during the game: Access All Spells—Pause the game and press Y.
Clear Current Level—Pause the game and press Y.

More Mana—Pause the game and press Z.
Kill All Creatures—Pause the game and press A.
Destroy All Players—Pause the game and press X.
Hold—Pause the game and press C.

IRONMAN REBUT

Secret Items:
Choose "Arcade Mode" from the main menu. When the Tournament Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the coin slots, your team will be wearing different clothes and riding a gray bike.
Access Superhero Mode:
Choose "Arcade Mode" from the main menu. When the Tournament Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the coin slots, your team will be wearing different clothes and riding a gray bike.
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Access Superhero Mode:
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then press and continue to hold Z, then Y, then X (you should still be holding Y + Z + Y when you press X).

Once you're successfully entered the codes to play as each boss at Start once, both boss characters will then appear at the "Character" version of the character select menu.

IRONMAN REBUT

Secret Items:
Choose "Arcade Mode" from the main menu. When the Tournament Select screen appears, highlight Automatic or Manual, then press the Y button and wait for the timer to run out. When the coin slots, your team will be wearing different clothes and riding a gray bike.

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IRONMAN REBUT

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when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a combination sound and the screen will shake. Now you can access the previously unavailable "IT" menu at the Options screen. Here you can access the following options, including "Tournament", "Normal Boss Damage", "Low Damage" and "Health Recovery". Best of all, if you turn on the "1 Button Favorites" option, you can perform finishing moves as often as follows:

- Fatality 1—Press Z when "Finish Him/Her" appears.
- Fatality 2—Press C when "Finish Him/Her" appears.
- Fatality 3—Press B when "Finish Him/Her" appears.
- Friendship—Press Y when "Finish Him/Her" appears.
- Brutality—Press X when "Finish Him/Her" appears.
- Sabotage—Press A when "Finish Him/Her" appears.

IRONMAN REBUT

Secret Items:
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Tiny Player Mode: Tap the 2 button quickly and repeatedly until the tip-off.
Shot Percentage Indicator: Press the 5 button and hold it down until the tip-off.
After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" chests are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk). This number tells you how likely the shot is to go in.

[illegible]

At the title screen—while the words "Press Start" are flashing—hold the C button and press **START**. Now start the game, to see a cheat, just press **START** to pause the game and press any of the following buttons:

- A—Skip ahead one stage
- B—Skip ahead three stages
- C—Skip to Famic Puppet Zone, Act 3
- X—Add one extra life
- Y—Add one extra medal
- Z—Earn all Chaos Emeralds

Automatic Movie Playback
Choose "Sonic World" from the main menu, then enter the Movie Theater. When the movie menu appears, highlight any of the available movies, hold X, Y or Z and press A or C. After the movie you chose is finished, you'll see all of the other movie scenes from the Movie Theater menu, one after another, without returning to the menu after each one. Press START to exit.

Secret Characters

To unlock four secret characters, you must perform specific tasks as follows. Once you've done any of these tasks, press L or R at the character-select screen to call up a second menu with the secret character(s):

- To unlock "Ray," finish with the best time on "Extreme 2."
- To unlock "Beez," finish with the best time on "Alpine."
- To unlock "Alien," finish with the best stunt score on "Snowboard Park."
- To unlock "Baldy," finish with the best stunt score on "Half Pipe."

More Secret Characters
To unlock seven additional secret characters, you must first accomplish two things:
1) Unlock the first four secret characters as described above.
2) Pick any course and finish that same course with all eight characters, one at a time.
Once you've done this, follow the instructions

- To play as the find the snail characters, hold L and select "Play" with the A button.
- To play as a dog, hold L and select "Baldi" with the A button.
- To play as a Mech, hold L and select "Racer" with the A button.
- To play as a UFO, hold R and select "Alien" with the A button.
- To play as an Anime girl, hold R and select "Ray" with the A button.
- To play as a penguin, hold R and select "Baldi" with the A button.
- To play as the Sleepy Snake Snapper Man, hold R and select "Racer" with the A button.

Secret Characters

- To unlock four secret characters, you must first accomplish two things:
- To unlock the first four secret characters as

2 Pick any course and finish that same course with all eight characters, one at a time.

Once you've done this, follow the instructions below to find the critic courses:

Autocrat—Hold L & R while selecting the "Tartarus 00" course.

Autoid Valley—Hold L & R while selecting the "Tartarus 00" course.

South Pole—Hold L & R while selecting the "Tartarus 00" course.

Autro Pipe—Hold L & R while selecting the "Tartarus 00" course.

Altamont Canyon

When selecting a character, hold the Z button and press A; each of the game's 18 characters has an alternate outfit that can be chosen this way.

Hidden Bonus Game

At the main menu, highlight "Options" and hold L-R-X-Y-Z+B+Light; when the Option menu appears, choose to hold these buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "The Shortest," complete with graphics and instruction pages.

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following code in before the timer expires:

Player 1—highlight Ryu, hold the L and R buttons on top of the controller and press **Up**. **Up** again, then choose Ryu with the **Left** button (the default is X on the Saturn).

Player 2—highlight Ken, hold the L and R buttons on top of the controller and press **Up**. **Up** again, then choose Ken with the **Right** button (the default is Z on the Saturn).

When Thrill starts, the screen will say "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Fight: Akuma First
Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "T" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations.

Important note: Each of the following codes must be entered *very* quickly. If you can't get

to work, it's because you didn't type fast enough, so try again. Once the codes are in place, you can easily test the hidden characters by highlighting the "I" box and pressing Down.

■ **Brain Player 1:**—Hold the L button and press left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

■ **Brain Player 2:**—Hold the L button and press Right, Right, Down, Down, Right.

Akuma (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, then X+Y simultaneously.

Down, then **A+Y** simultaneously
To choose the alternate-color Aluana, enter
the code by pressing **A+B** simultaneously in-
stead of **X+Y**
Dan (both players)—Hold the **L** and **R** but-
tons and press **X, X, A, B, Y**
To choose the alternate-color Dan, press **Y, B,**
A, X, Y

Choose Survival Mode and highlight Sakara at the character-select screen. Hold the **START** button for one second, release it, then press Up, Left, Down, Right, Down, Right, Up, Left, Down, Down, Right, Up, Left, Up, Right, Up, Right. The number should be 019. Now hold the **START** button for one second and press an action button before you release **START**. You will magically change to Sakara. This gives you access to extra colors and schemes for Sakara (depending on which button you press) for a total of 12. Hold the **START** button for 3 seconds, then press Up, Left, Down, Left, Down, Right, Down, Right, Up, Left, Up, Right, Right, Up, Left, Up, Right, Right. Play as "Class" Chuu-1.

At the character-select screen with the "Shortcuts" turned off, highlight Chuu-1, hold the **START** button for at least three seconds, then press an action button to change her. You will see the text "You'll see her and turn change to the way she looked in Silver Hunter" if Choupano (Golden, now her Silver

[illegible]

At the character-select screen with the "Startout" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START**. Now Ryu has powers similar to Akuma's! The D-pad directions for the above pattern is as follows: Start at Ryu, the Right, Up, Down, Left.

Play as "Shin" (Tetsu) Akuma
At the character-select screen with the "Shortcut" turned off, highlight Akuma, hold the **START** button for one second, release it, then move the cursor to the following character. This action will result in about a second delay on each one: Adon, Gien, Sakura, Rose, Sodom, Dan, Guy, Roderick, Sakura, Rose Birdie, Akuma. Now press and hold **START**. For one second, then gives an action button to choose Akuma before releasing **START**. The character select screen will then scroll as follows: Start at Akuma, then Down, Down, Left, Down, Right, Down, Down, Left, Down, Left, Down, Right, Akuma.

Fight Against "Shin" (Tetsu) Akuma
Start a game in Arcade mode by choosing your character with a Push **START** button for a Kikou fight. Akuma will be the first opponent.

through seven matches without losing round or using a discontinue, and get more than three "perfect" victories. If you do the "Shin" Akuma will appear before the eight match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Game Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Center Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the START button and one of the Punch or Kick buttons to choose from up to six different winning poses. (Not all characters have six poses.)

Super Street Fighter II Turbo: Play As Akuma. At the character-select screen, highlight Ryu for four seconds, then E. Hawk for four seconds, then Guile for four seconds, the Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. Your timing is right; you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

Alkane
Play a one-player game in Arcade Mode on any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is long enough by the time you reach the final battle against Mr. Bison, you see Akuma jump into the screen and defeat Bison for you, now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the X (left) button, then release X and quickly enter one of the following codes before the airplane flies across the map:

For Ryu, Ken, Blanka, Zangief, Cammy, R. F. Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping X

If you've done this correctly, your character's color will change and you'll hear a short tone to confirm. When the light begins, you'll be playing without your Super meter.

To access Canopy in *Street Fighter: Alpha Gold*, you must play as M. Bison in Arcade mode and beat the game with a score that high enough to take the #1 position on the High Score list. Once you've done this, enter

your initials as "C.A.M.", now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-selection screen and pressing the **START** button twice. Street Fighter Alpha 2 Gold, Alternate Characters.

* To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted on the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat, and M. Bison.

• To play as "Extra" Sakura Earth six different costume color schemes or "Skin" (Tina Akuma, highlight Sakura or Akuma at the character-select screen and press START to choose).

Hold/Shift the Stick

Play as Adams

This cheat works in all modes except the "Movie Battle." To do it, you must press W, B, Down, Z, Right, X, Left, Y as fast as is humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, semi-

links to close the door of the trailer that carries your car, or in the best case watch the car come out of the trailer.

Back Track
When driving on the "Highland Raceway" track in "Backwards Track" mode, be above, a block of bricks will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the bricks will stick with you for the rest of the game.

THE KING OF FIGHTERS '97

Secret Characters

Each of the following codes works at the character select screen, enter them after you've chosen the "Extras" or "Advanced" mode, as seen as the "99" cursor starts to flash to "256" if you're on the right. If you've entered a code correctly, the screen will fade to black, then reappear with the additional character(s) at the bottom of the screen.

- Evil Lion—Hold the START button and quickly press Left, Right, Left, Left, Left, Right, then B + C simultaneously.
- Evil Leona—Hold the START button and quickly press Up, Down, Up, Down, Up, Down, then B + C simultaneously.
- Dredd Toss—First, enter the Evil Lion and Evil Leona codes above, then hold the START button and quickly press Up, Left, Down, Right, Up, Down, then B + C simultaneously.

LAST BROSKE

Wrestle Bros.

At the character-select screen, press the START button 13 times, then close your character. This gives you a fighter special "Wuusey" Wuusey. Wuusey fights with a fusion fraim, Wuusey gets a tiny tan, has his own set of a snap speech and spouts, Taming fights with a clearing bird, Yoko gets a fading umbrella, Kurosawa has a fan and Nogi gets a spoon and fork.

MAKING THE SUPER BROS

Shrimp Mode

At the Transmission Select screen, press SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN, then the bike full left, lean full right, screens the Brake and Accelerate. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other riders will be sheep, too.

Time Trial Mode

At the Contest Select screen, hold the Brake while choosing your course. You'll be racing in Time Trial Mode, competing for the fastest lap time.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

Each of the following codes works at the character-select screen.

Shinobu—Highlight Shinnobu, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Kick simultaneously.
Mega Zangief—Highlight MegaZangief, press and hold START, hold the joystick Left for five seconds. While holding START and Left, press Jab Punch and Kick simultaneously.
Dark Salsar—Highlight Dark Salsar, press and hold START, hold the joystick Right for five seconds. While holding START and Right, press Jab Punch and Kick simultaneously.
Melhorado—Highlight Omega Red, press and hold START, hold the joystick Down for five seconds, press Jab Punch and Kick simultaneously.

U.S. Agent—Highlight M. Bison, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Kick simultaneously.
Armored Street-Mega-Highlight Ryu, press and hold START, hold the joystick Down for five seconds. While holding START and Down, press Jab and Kick simultaneously.

POCKET FIGHTER

Secret Characters

Each of the following codes works at the character-select screen.
Aluma—Highlight Ryu and press Left on the joystick. Aluma will appear to Ryu's right.
Aluma—Highlight Ken and press Right on the joystick. Ken will appear to Ken's right.

RAMPAGE WORLD TOUR

Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the characters are on that city only. A brief message will appear on the screen to confirm if a code has been entered correctly.
Funny Rock

This code enables an individual monster to dig. Funny looks better. All prelate enter the city monster would three times their normal health increase. This code only works at the end of any Jambalaya ride, just prior to the start of a World Tour.

George—Hold the joystick Up, press Jump, Jump, Jump.

Leona—Hold the joystick Up, press Punch, Punch, Punch.

Ralph—Hold the joystick Up, press Kick, Kick, Kick.

Iron Guts

This code enables an individual monster to avoid stomach ache. The "Bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a World Tour.

George—Hold the joystick Down, press Jump, Jump, Jump.

Leona—Hold the joystick Down, press Punch, Punch, Punch.

Ralph—Hold the joystick Down, press Kick, Kick, Kick.

Food-o-Rama

This code fills all buildings with "good stuff" to eat. To activate the code, ALL of the buttons below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Mosby, Nashville and Kodiak, as well as every fourth city in the World Tour that consist of more than three tracks: London, Kiev, Coulbance and Rio.

George—Press Jump

Leona—Press Punch

Ralph—Press Kick

Load Up Powerups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Charlotte, Santa Fe and Honolulu.

George—Press Jump, Jump

Leona—Press Punch, Punch

Ralph—Press Kick, Kick

Secret Stages

Activate any of the code, ALL of the buttons below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city appears before the start of four specific stages.

1) Over the line code when "Atlanta" appears in

to enter the food network of "Salsar"

2) Enter the code when "Louisville" appears

and press A and B in the top corner "SCUMBA"

3) Enter the code when "Tombakia" appears

to discover the starchy secret of Burt's

Demco's Underground Connector

4) Enter the code when "Phoenix" appears to

join what's hidden at the secret subway base

known only as "Area 68"

George—Press Jump, Jump, Jump

Leona—Press Punch, Punch, Punch

Ralph—Press Kick, Kick, Kick

Ship Ahead 12 Pages

To activate this code, ALL of the buttons

below must be pushed, regardless of the

number of players on the machine. This

code only works in Cleveland, Oklahoma City,

Rango and Reno

George—Press Jump, Punch, Kick

Leona—Press Punch, Kick, Jump

Ralph—Press Kick, Jump, Punch

REAL ABOUT FATAL FURY SPECIAL

Secret "EX" Characters

At the character select screen, highlight Andy

Bogard, Ring him Up, Ring him Up, Ring him

Up, press and hold the START button, press B, B,

C, B, then press and hold B, wait for one sec-

ond, press and hold C, wait for one second,

then press A or B to select the character (You

should still be holding START + B + C when

you press A or B to finish the code.) Now

you're playing as the alternate "EX" version

of the character you chose.

Right the Wrists

When playing in one player mode, you can

fight the hidden boss character, Gene

Howard, in a special "Nightmare" match if

you meet all of the following criteria:

• You must not lose a single round.

• You cannot score a knockout (KO) or win in

any battle.

• Your score must be 750,000 or more before

you reach the battle with Wolfgang Krauser.

SAMURAI SHODOWN IV

AMARUKU'S REVENGE

Honorable Death

At any time during any round, press A + B +

START to come across with. You will begin the

next round using your POW meter maxed out.

Initial Tools

When entering your match for the high score

challenge, press and hold the Right trigger

down. If you input the initials "KEN", your

character will be blessed.

SAN FRANCISCO RUSH

DeWitt Factor

At the vehicle select screen, hold the Maxx

button and press View 1 + Gas

Time Trial Mode

At the vehicle select screen, hold the Maxx

button and press View 2 + Gas

Increase Force-Feedback

At the vehicle select screen, hold the Maxx

button and press View 3.

STREET FIGHTER II SECOND IMPACT

Play As Aluma

highlight Ryu at the character select screen

Press Down, Down, Up on the joystick. Press

Left to highlight Ken and press Up, Down, Go

Right to highlight Ryu and press Up. Go

Left again to highlight Ken and press Down.

Now go Left until you reach Ken. At Ken

press Down, Down, Up, Down, Up, Up. Aluma

will appear as a selectable character

above Sam.

TOP KATIE

Note: In each of the following codes, the

words "Left" and "Right" refer to the left

and Right select buttons on the machine, not

directions on the joystick.

Secret Character Alex (Surf)

Choose your course, then, when the character

select screen appears, press the Left select

button three times, Right three times and Left

13 times.

Secret Character A-Hit (Body Blasted)

At the character select screen, press and hold the

START button, then, at the character select

screen, press the Right select button six times,

Left six times, Right three times, Left three

times, Right four times, then release the

START button.

Super-Deformed Mode

At the stage select screen, press the Left select

button four times, Right nine times, Left four

times, Right four times and Left five times.

Next, lean the joystick forward (taps on the

front of the board) and press both the Left

and Right select buttons simultaneously three

times. When you get to the character select

screen each character should appear to be in

Super Deformed mode.

VAMPIRE SAVIOR

Alternate Character

Highlight Jon Talbot at the character select

screen, then press START + all three Punch

buttons simultaneously. This gives you an

alternate version of Talbot as it appeared in

Light Warriors, with a different color and

slightly different animation.

Soul Stealer

At the character select screen, highlight the

random-select box and enter the following

code: Press START five times and hold it down

at the left press, then, while you're still hold-

ing START, press Strong Punch (also known as

Medium Punch). If you've entered the code

correctly, the Soul Stealer will appear before

your character. Now you will assume the per-

sona of each character you defeat: e.g., if you

defeat Raptor, you become Raptor for the

next battle.

VICTORY FIGHTER 3

Secret Mode

Insert your coin, then press and hold all four

buttons (A + B + C + D) and press START.

When the game begins, your attacks will be il-

lustrated on the screen and your rank will be

displayed at the top of the game screen.

Alternate Costume Select

At the character-select screen, highlight the

character you wish to select, hold START

and press any button to choose that character's

alternate costume.

Winning Free Jeet

When you win a match, you can select a spe-

cific winning pose by holding down the hold

PUNCH, KICK, GUARD or DODGE button, each

one corresponds to a different pose. Some

characters—like Ken—have more than four vic-

tory poses, and each fighter has a special pose

and singing which only appear after a "per-

fect" victory.

KIRBY VS. STREET FIGHTER

At the character-select screen, highlight Mag-

netta, Juggernaut or M. Ryan and

press Up. Aluma's picture box will appear.

Play As Alpha Character

At the character select screen, highlight Chun-

li, hold the START button and press any so-

do button to choose Chun-li as her Street

Fighter Alpha costume.



The worlds of Nemo and Sogo collide as Hethcho takes on Honey from Fighting Wombat



Lion didn't make it into the official Genesis version of Virtua Fighter 2, but he's here...highlight Phil the Lion



Lee faces off against Sohn. The gameplay is two-dimensional, but all of the characters are from 3-D games.



And here's the ending screen you get when you beat the game. What, no credits?



Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PlayStation

Castlevania: Symphony of the Night

80097B10-FFFF-Infinite gold
80097B10-0003-Infinite hearts
80097B10-03E7-Infinite HP
80097B10-03E7-Infinite MP
80097B10-FFFF-Quick level gain

Cool Boarders 2

80057104-0001-Mirror mode
80057104-0004-Extra tracks
80057104-0007-Extra boards
80057104-FFFF-Enable extra characters

Duke Nukem: Total Meltdown

800EC93C-0003-Infinite pistol ammo
800EC93C-0003-Infinite shotgun shells
800EC940-0003-Infinite change ammo
800EC940-0003-Infinite RPG rounds
800EC940-0003-Infinite pipe bombs
800EC940-0003-Infinite shrink ray ammo
800EC940-0003-Infinite deskstar ammo
800EC940-0003-Infinite freezer ammo
8015FCEA-03E7-Infinite health
800ECA1A-0101-Shotgun
800ECA1C-0101-Have chainsaw/RPG
800ECA1E-0101-Have pipe bomb/shrink ray
800ECA20-0101-Have devastator/freezer

Jet Moto 2

8016FDEE-0006-Infinite turbo for LT Dave
8016CD56-0006-Infinite turbo for Wild Ride
8016DCB1-0006-Infinite turbo for Blade
8016FCE2-0006-Infinite turbo for Technician
8016F88E-0006-Infinite turbo for The Max
80170AF6-0006-Infinite turbo for Vampiera
80171A5E-0006-Infinite turbo for Gadget
801729C9-0006-Infinite turbo for Steele
8017392E-0006-Infinite turbo for The Hun
80174896-0006-Infinite turbo for Bomber

Mass Destruction

800AC370-1F40-Infinite armor
801790DA-0001-Infinite time

MDK

800C74D0-03E7-Infinite health

NCAA Football 98

80098790-FFFF + 80098792-FFFF +
80098794-03FF-All extra teams and stadiums

Pendemonium 2

800A8D78-01F8-Coins
800A8D75-0010-Infinite health
800A8D74-5010-Infinite lives

Pay Pay

80DCB6B0-00C8 + 80DCB6A0-00C8-Infinite health, Player 1

Resident Evil

D00C867C-0010 + 800C8776-FF08-Start with acid bazooka in chest
D00C867C-0010 + 800C8776-FF02-Start with bazooka in chest
D00C867C-0010 + 800C877A-FF07-Start with bazooka in chest
D00C867C-0010 + 800C8776-FF05-Start with coin in chest
D00C867C-0010 + 800C8776-FF09-Start with flame bazooka in chest
D00C867C-0010 + 800C877C-FF06-Start with flamethrower in chest
D00C867C-0010 + 800C877A-FF0A-Start with rocket launcher in chest
D00C867C-0010 + 800C8782-FF03-Start with shotgun in chest

Street Fighter EX Plus

801D6384-C8B8-Infinite health, Player 1
801D6384-0000-Low health, Player 1

Street Fighter: The Movie

8018759A-0070-Infinite health, Player 1

Time Crisis

800B20C0-0005-Infinite health
800B1D64-1000-Infinite time
800B1D5C-0009-Infinite credits
800B1DDC-0006-Auto-reload

Tomb Raider II

800844FE-0708-Infinite air
8008BAAD-0008 + 8008ABDC-80C8 +
8008BAED-8020 + 8008BAE4-8218 + 8008BAE8-
85C0 + 8008BAEC-8560 + 8008BAF0-811C +
8008BAF4-8074 + 8008BAF6-8170 + 8008BAFC-
826C + 8008B800-81C4-All items
8008C5D0-03E8-Infinite M-16 ammo
8008C5AC-03E8-Infinite auto pistol ammo
8008C5B4-03E8-Infinite shotgun shells
8008C5B0-03E8-Infinite Uzi ammo
8008C5B0-03E8-Infinite grenades
8008C5B8-03E8-Infinite harpoons

Saturn

Croc

F600914A-C305 + 86002B00-0000-Master code
16052E3E-0063-Infinite crystals
801D112-000A-Infinite lives
16052E46-0006-Six Gobboos saved

NASCAR 98

F600914A-C305 + 86002B00-0000-Master code
10288556-0068-Low lap time

Sega Touring Car Championship

F600914A-FFFF-Master code
16006664-0000 + 1600666C-0000-Low course time
1600666A-0244-Infinite time

Nintendo 64

AeroFighters Assault

8027ED17-000A-Infinite shields
8027E4D2-0002-Infinite special weapons

Bombermen 64

802AC61F-0006 + 802AC703-0006-Battle mode "In the Gutter" stage

802AC61F-0007 + 802AC703-0007-Battle mode "See Rick" stage
802AC61F-0008 + 802AC703-0008-Battle mode "Blizzard Battle" stage
802AC61F-0009 + 802AC703-0009-Battle mode "Lost at Sea" stage

Chameleon Twist

80251767-0015-Extra crowns
8020505E-00FF + 8020510-00FF-Access all levels

Clay Fighter 3DN

801A2841-00FF-Extra characters + secret options

Dark Rift

80049DFA-0001-Enable Demitron
80049DFA-0001-Enable Sonork

Duke Nukem 64

801012D8-0001 + 801012DC-5001 +
801012E0-0001 + 801012E4-0001 +
801012E8-0001-Chest menu
812A5AC0-0101-Expander/missile launcher
802A5A67-000F-Have all keys

HFA Soccer 64

80119047-0000-Home team scores 0
80119043-0000-Away team scores 0
80119047-0005-Home team scores 9
80119043-0005-Away team scores 9

MACE: The Dark Age

8007FF8F-0001-Extra characters

Pilowings 64

80362750-0001-Low timer

San Francisco Rush

800F4078-0001-Disable "auto-abort" feature
800F3DA0-0001-Change textures
800F3F80-0001-Change colors into mines
800F4080-0001-No collisions
800F4080-0001-Resurrect in place
800F4081-0001-Upgrade-down mode

Star Fox 64

Note: There are two versions of Star Fox 64. If the "A" code doesn't work, use the "B" codes.
80157911-0040-Infinite lives, Player 1 (version A)
8016DC13-0004-Infinite smart bombs, Player 1 (version A)
80161A1A-0003-Infinite lives, Player 1 (version S)
80177DA3-0004-Infinite smart bombs, Player 1 (version B)

Mortal Combat Mythologies: Sub-Zero

80108CFE-0005-Infinite lives

WCW vs. NWO World Tour

800F16EF-0000-Infinite time
800F0655-00FF-Extra characters
800F0801-0054-Maximum spirit, Player 1
800F0801-0000-No spirit, Player 1
800F08A1-0054-Maximum spirit, Player 2
800F08A1-0000-No spirit, Player 2

Wheel of Fortune

81089992-FFFF-Extra cash, Player 1

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日本 JAPAN REPORT!

by Anatole Brown

Pocket Monster Cartoon Causes Seizures



In December of 1997, hundreds of children in Japan experienced nausea and mild seizures after watching an episode of

Pokemon, an extremely popular cartoon show based on Nintendo's Pocket Monster characters. In a scene that lasted approximately five seconds, Pikachu, the main character, started flashing his red eyes immediately following a huge, on-screen explosion. The strange combination of flashing lights and bright colors caused more than 700 children to be rushed to hospitals and treated for various epilepsy-related symptoms. Amazingly, a second wave of people got sick after watching video tapes and news reports of the offending scene. The episode was called "Computer

Warrior Polygon" and featured characters battling inside a computer. The explosion occurred twenty minutes into the show, when the heroes set off a bomb to destroy a computer virus. TV Tokyo and the National Fire Agency were flooded with emergency calls from concerned parents while the show aired. Pokemon was cancelled immediately following the incident and plans to remain off the air until the exact cause of the illnesses is determined. The Japanese government will most likely set up new guidelines for TV production and presentation styles in the future. A Nintendo spokesperson went on record stating that the company is not responsible since Nintendo is only linked to the TV show through the Pocket Monster characters. This seems to be a very rare incident and shouldn't affect how people perceive animated cartoons and video games with regard to health. If you ever start feeling strange or queasy while playing a game or watching a cartoon, just take a little break and give your eyes a rest!

Above: Four frames taken from the scene in Pokemon which made people sick. The blue and red flash was simply too much for some people to handle.
Below: Pikachu flashes!



Pokemon was all the news the following morning.



Dating Otaku Style

A video game genre that we never see over here is the Dating Simulator. In Japan, Dating Sims top the retail charts all year long. One of Japan's most popular PlayStation titles of all time is Konami's Tokimeki Memorial: Forever With You. It was first released as a PC CD-ROM game, but gained an incredible following when it was released as one of PlayStation's earlier titles back in 1995. In the game, you play as a teenage boy in Kamekichi high school and your main objective is... well, to get a date, of course! One of the characters, Shiori, is the girl of your dreams, but if things don't go well with her, you can always go for one of her twelve friends! Your attributes are measured similar to those in an RPG game, with stats for science, arts, athletics, stress, humanity, knowledge, etc. If, for example, you spend too much time playing sports, your studying stats will decrease and all the girls will think you're a dunce. The key to success is to keep your popularity high without getting a "bad rep" amongst the girls. A girl's feelings toward you can be gauged by her expression when she faces you. She can either be sad, indifferent, happy or

just plain "sparkling!" With help and advice from your buddy, Yoshio, you strive to reach your ultimate goal: Love. There are also mini-games that go on in the Final Fantasy series. A slew of Tokimeki-related toys and spin-off games have been released over the years, demonstrating how influential this title has become in Japanese gaming circles.



1 So many girls, so little time!
2 Battle the school bully in this Final Fantasy spoof!

Enemy Eno: Japan's Gaming Rebel!



Kenji Eno is reputed by games like Tokimeki.



Eno not only does all the designing and programming for his games, he also writes the music.

Eno has produced some innovative, if not obscure, titles for the Sega Saturn. With games like *D2*, *Enemy Zero* and *Real Sound*, Eno has made several attempts at pushing the boundaries of conventional gaming. *Real Sound*, for instance, displays no graphics. The whole adventure is built on audio tracks and the player is taken through the story by means of dialogue and sound effects. Eno has also created his own "virtual actress" named Laura who plays the main role in many of his sci-fi games (*D2* and *Enemy Zero*, to name two). Eno's exposure is so high that a recent poll indicated that he was the most popular figure in the video game industry among Japanese women! Why is this man so popular? Perhaps because compared to all the standard fare of fighting, action and shooter games out there, Eno has created unique games that reflect his own personality.



Eno's next project, *D2*, has been announced for the Sega Saturn (he grew tired of waiting for Microsoft's now-defunct M2 console).

D2 will also star Laura.

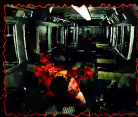


RESIDENT
EVIL 2
HAS RISEN.



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EVENT OF 1998.
NOTHING ELSE EVEN
COMES CLOSE."

- GAMEFAN



RESIDENT EVIL™
CAPCOM
2

The most anticipated gaming event of 1998 has arrived. Resident Evil™2, the shocking sequel to the *Consumer's Choice Best PlayStation Game Overall*, plunges horror fans into the most intense, the most terrifying game experience ever crafted. You see evil. You hear evil. You're overwhelmed by evil. IF THE SUSPENSE DOESN'T KILL YOU, SOMETHING ELSE WILL.

Play the online Resident Evil 2 game
at www.residentevil2.com



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